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GAMEPRO®

#1 VIDEO GAME MAGAZINE

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On Your NES!

NEO GEO!

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Monster Titles! Pg. 100

56 New Carts Reviewed!

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Golden Axe II • Road Rash • Quackshot
SimCity • Buck Rogers • Treasure Master
Darkwing Duck • Earth Defense Force
Adventure Island for Game Boy
And Much More!

Watch The
GamePro
TV Show!
See Page 136

An IDG Communications Publication

January 1992
$3.95 Canada $4.95 UK £2.95

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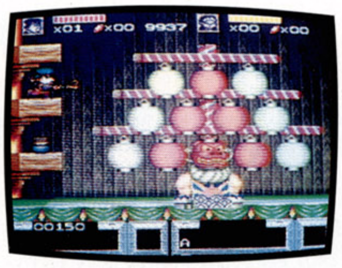
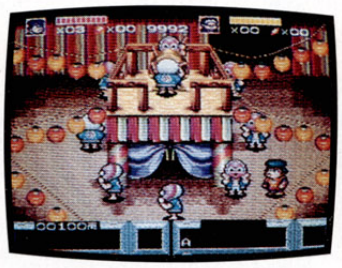
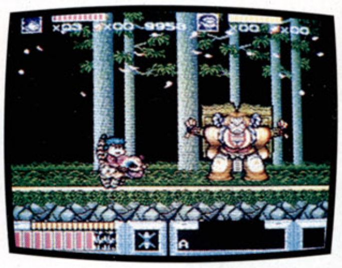
THE LEGEND OF THE MYSTICAL NINJA™







Enter the 10 Levels of the Dragonbeast to rescue the mysteriously missing princess of Horo-Horo. Experience a sight and sound extravaganza as you battle through double Warlock Stages and incredible 3D and 2D zones, using magical moves and solving mystical problems in order to advance.

Take on the Carp Meister with his paralyzing fighting fish, and Tanaka-U-Out, whose bone crushing hammer packs a wallop. Capture all-powerful sinjin items like fire staffs and dynamite. If you fail to collect gold coins from defeated foes you won't receive all-important clues, or be allowed to go for broke at "hidden risk" areas such as the Quiz House and Horse Races.

Just remember, the true strength of a mystical ninja is his wisdom. Of course, a survival instinct isn't such a bad asset either.

Available this January.

THE LEGEND OF THE Mystical Ninja
LICENSED BY Nintendo
KONAMI
SUPER NINTENDO ENTERTAINMENT SYSTEM
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THE LEGEND OF THE Mystical Ninja

KONAMI®

FOR THE SUPER NES™

Only one superpower will dominate the world of Super NES. Konami. Because Konami has amassed its video game strength to storm your Super NES with all the action, adventure and excitement it can hold.

Take command of Konami Super NES forces. And see how fun world domination can be when you've got a superpower on your side.

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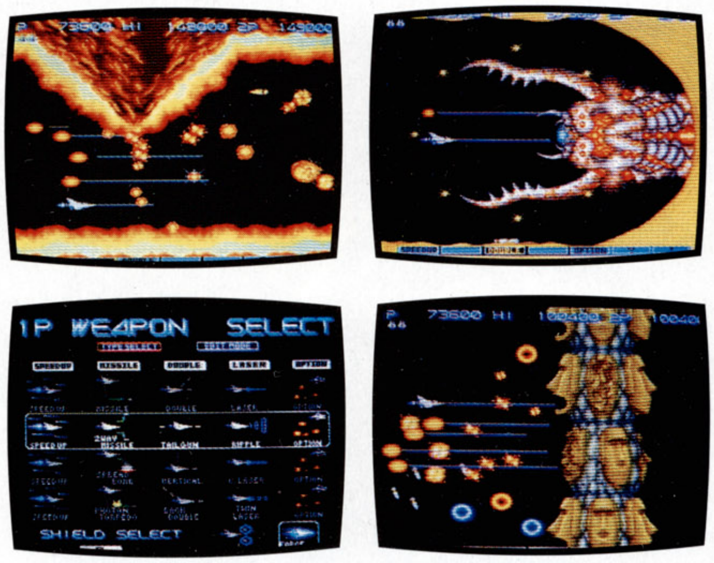
GRADIUS® III



You are the pilot of destiny, flying your Modulated Artillery Exalter (M.A.X.) against Bacterion, a mammoth malignant mass. Prepare for an audio-visual blitz on your senses as you select your weapons from a stellar array of alien blasting devices, featuring five different categories. Your options include Hawk Wind Missiles, Twin Lasers, the Cyclone, Mega Crush, and many more.

Navigate with unbridled courage through 10 treacherous Terror Zones, each ending with its own mortifying Mayor. Only by penetrating their very beings can you hope to obliterate them. Along the way you face relentless attacks from Bazooka Heads, Spores, Monoliths and other monstrosities too unspeakable to mention here. And even with power-ups you may not survive The Dunes of Doom, The Carbonation Zone, and The Gauntlet.

But if you do, you'll find yourself in Bacterion's Lair. Here it will be decided whether you become a hero or an insignificant speck of cosmic dust.

Available now!

Gradius III
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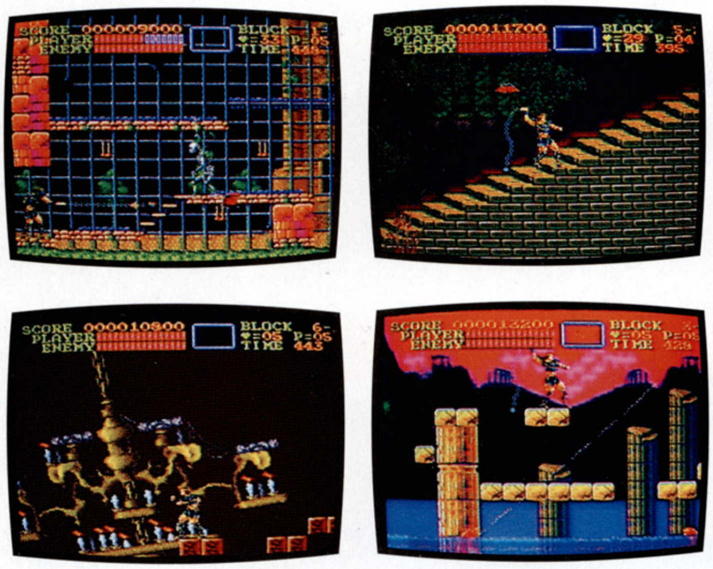
Super Castlevania IV
Konami
Super Nintendo Entertainment System

SUPER CASTLEVANIA IV™



It's time to dig up the past because Dracula has risen from his grave again. But this time he brings a host of never-before-seen super horrors, accompanied by some of the most chilling sound effects to ever tingle your spine. Venture into the Count's 11 level Castle of the Undead, complete with the Terrace of Terror, the Rotating Dungeon, the Sunken Ruins of Lost Spirits and other crypts of doom.

Wield your whip with heroic skill as you use it to swing over bone chilling traps and hundreds of ghost freaks, living corpses, spitting lizards, the strange metamorphosing dog-rats and more.

Strike back against gruesome torments like the Tongue Lasher, the Darkest Knight and the Bone-Afide Horseman. With a password you can pause to catch your breath, but considering what ultimately awaits you, it's just postponing the agony.

Available this January.

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THERE WILL BE ONLY
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. . .THE HOTTEST GRAPHICS WE'VE EVER SEEN!"
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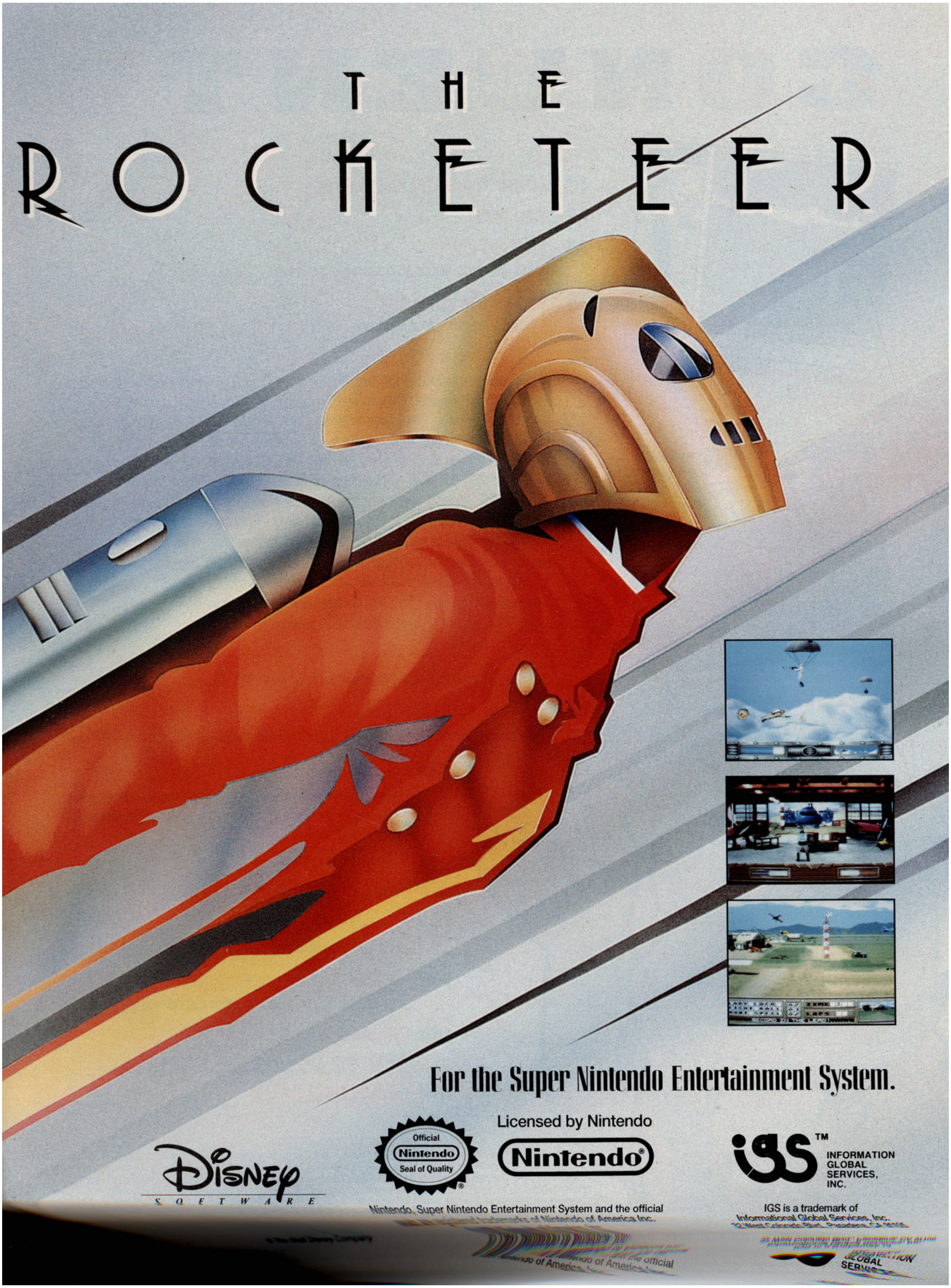
–VideoGames and Computer Entertainment Magazine

"SETS A NEW STANDARD IN VIDEO GAME ANIMATION... SUPERB! LIKE PLAYING THE MOVIE!!"
–Game Players Magazine

"AWESTRUCK!"
–Electronic Gaming Monthly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FAIRWA
Wind
Lie
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Mike
3rd stroke
284 yards
Par5 536y

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Genesis: *Golden Axe II, Road Rash, Quackshot, James Pond II: Robocod, California Games, F-22 Interceptor, Trouble Shooter, Buck Rogers: Countdown to Doomsday, Art Alive!, R.B.I. Baseball 3, and Preview: The Terminator.*

Super NES: *Legend of the Mystical Ninja, Home Alone, Earth Defense Force, Actraiser, Lagoon, Lemmings, SimCity, Pilotwings, F-Zero, Populous, and Preview: Ultrabots.*

TurboGrafx-16: *Darkwing Duck, Davis Cup Tennis, and Ys III.*

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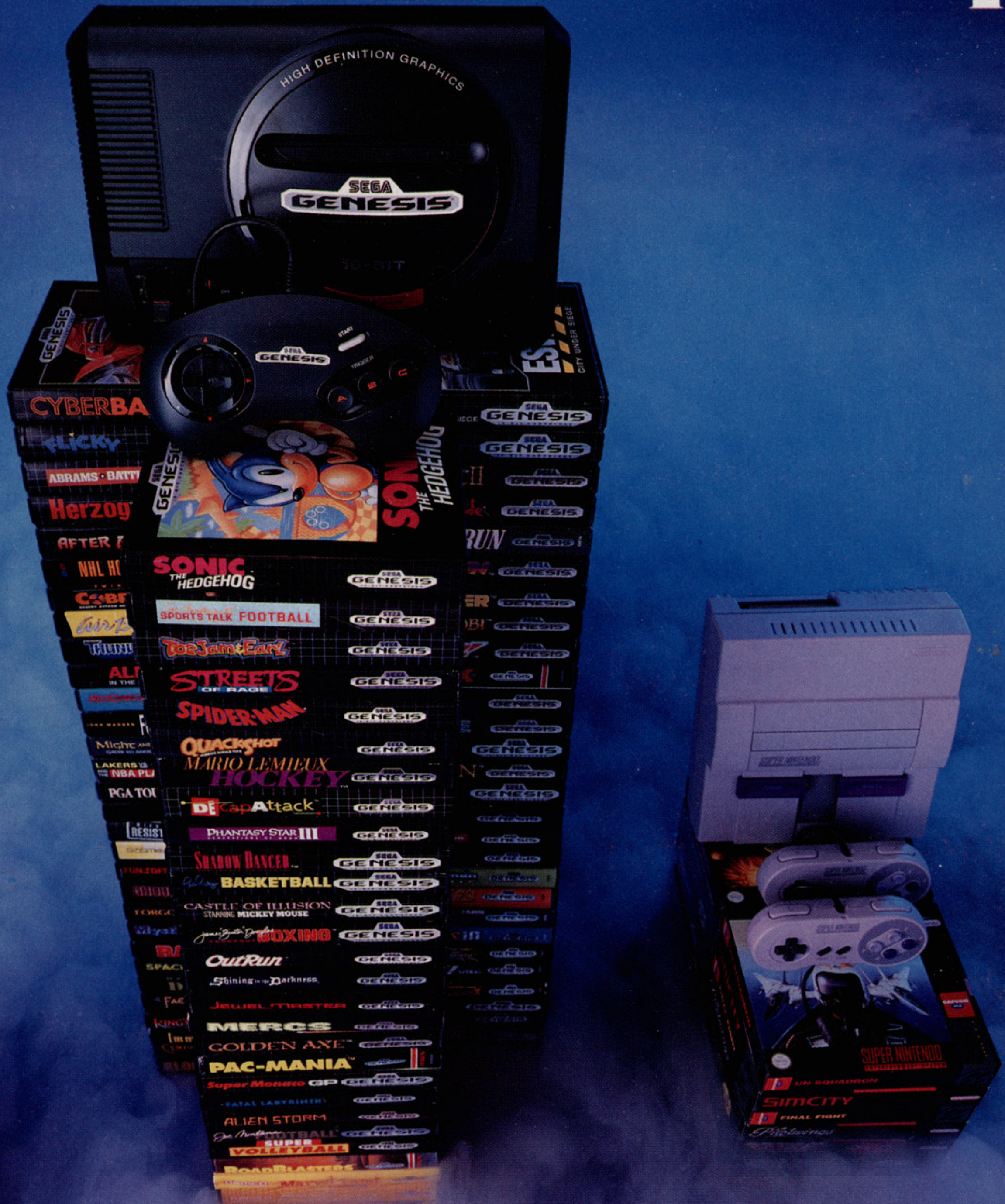
It's not even close. The massive Sega™ Genesis™ library is an insane line-up of more than 150 titles. Compared to. . . well, you get the picture. But we're not just talking numbers here. Genesis is going off with unreal new games like Sonic the Hedgehog,™ Spider-Man,© ToeJam and Earl,™ Golden Axe II™ and Joe Montana II Sports Talk Football.™ Any one of these would be enough to blister your thumbs for weeks. So for the best selection of arcade games, action/adventure, role playing, sports, you name it, check out the Genesis library. Nothing else stacks up.

SEGA GENESIS™

It's a whole lot more.

SONIC THE HEDGEHOG

The other guys just don't stack up.


HIGH DEFINITION GRAPHICS
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START
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Might
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PAC-MANIA
Super Monaco GP
FATAL LABYRINTH
ALIEN STORM
Joe Montana FOOTBALL
SUPER VOLLEYBALL
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Pilotwings

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Uh-oh. There's a new Paperboy.® And he has a route in a nice new neighborhood. Or shall we say, it *was* a nice new neighborhood.

Because he's now delivering to both sides of the street. He's breaking windowpanes, knocking old couples out of swings, and ricochetting papers from flower pots into mailboxes.

PAPERBOY
GAME BOY

In the middle of this havoc, he's liable to do a good deed that actually gets his name in the paper.

But there's a lot more

Paperboy 2 is Here.

Topps
40
YEARS OF BASEBALL

about Paperboy 2 that's grabbing the headlines. Like the fact that you can be a Papergirl, at the touch of a button.

Paperboy 2 is somewhere in your neighborhood now. Look for him at Toys "R" Us, Kay-Bee Toys, Target, K-Mart, Captron, Electronics Boutique, Babbages, Software Etc., Sears, Child World and Fred Meyer.

Or call 1-800-234-3088 to order. But don't miss him. He certainly wouldn't miss *you*.

Available on Super NES,® NES® and Game Boy.™

MINDSCAPE
A SOFTWARE TOOLWORKS COMPANY

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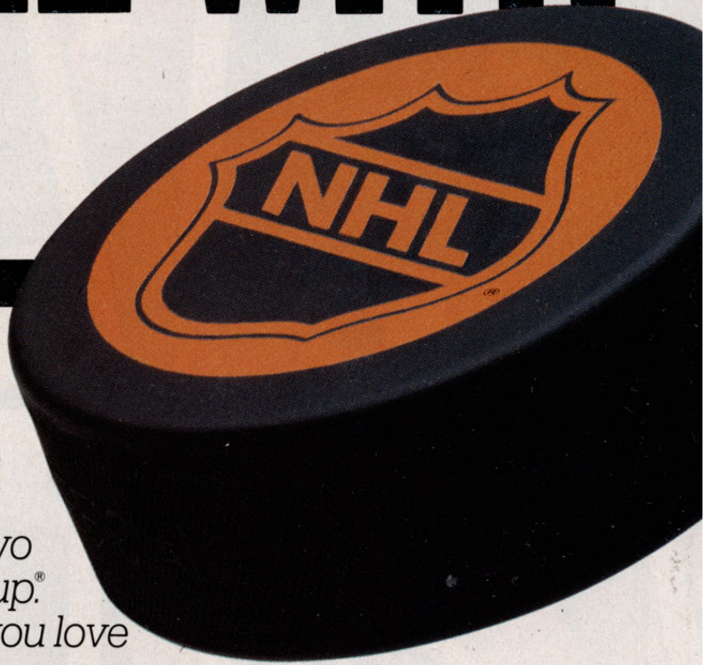
THE ONLY GAME TO SCORE WITH THE NHL®



This is definitely the ultimate power play.

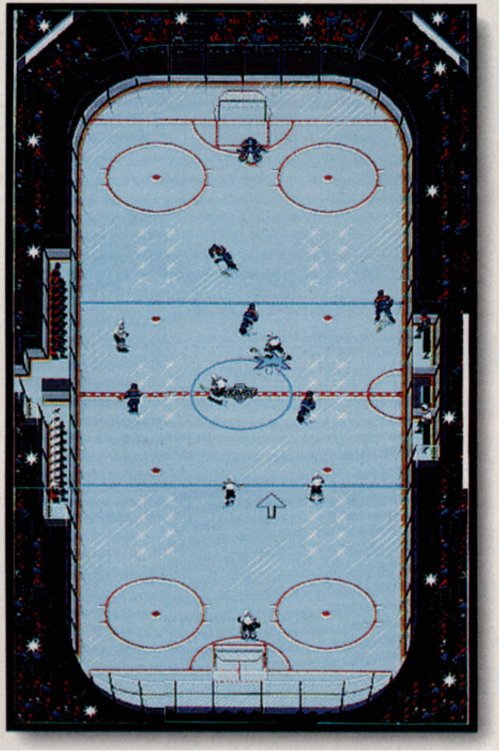
Twenty-two NHL® teams. Two All-Star squads. The Stanley Cup.® All the wholesome mayhem you love about professional hockey.

It's all here in NHL® Hockey. The most action-packed, fast-paced, and high-contact Genesis game to come along since John Madden Football.™

In fact, the same guys who tackled Madden designed NHL Hockey. So you think they'd miss any of the sport's finer points? Get real.

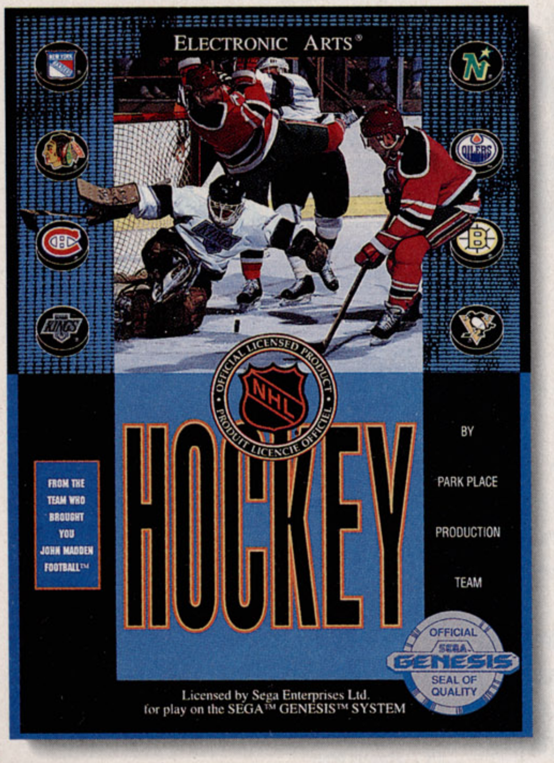
SEGA GENESIS

Every skater is modeled on 14 different attributes, like skating, strength, and rink awareness, based on 1990-91 stats.



As you can see from this composite screen shot, there's more action than you can shake a stick at.

Your goalie has as many saves as the Red Cross. Kick saves, glove saves, stick saves. You can even pull him for an all-out assault.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HOCKEY
FROM THE TEAM WHO BROUGHT YOU JOHN MADDEN FOOTBALL™
BY PARK PLACE PRODUCTION TEAM
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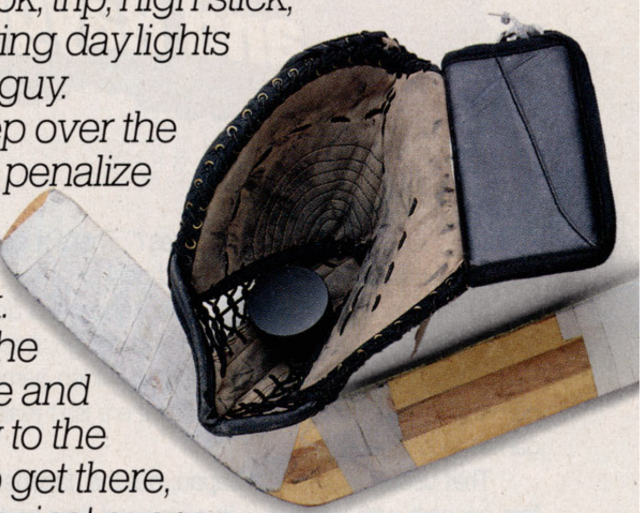
for play on the SEGA™ GENESIS™ SYSTEM

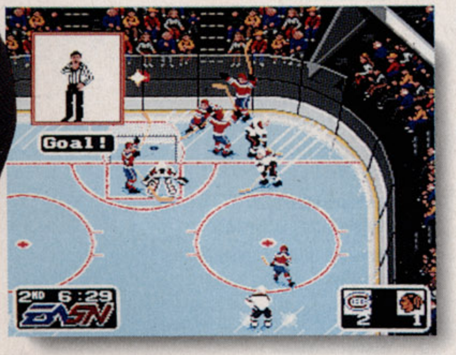
There's total player control, too. Take ballistic slapshots, execute sly backhands, flick passes to teammates; make great kick, glove, or stick saves; slash, hook, trip, high stick, or check the living daylights out of the other guy.

But if you step over the line, the refs will penalize you. Then cool your skates in the penalty box.

The goal of the game is to skate and score your way to the Stanley Cup. To get there, you'll face-off against every obstacle the pros do.



Intense, hard-hitting realism makes NHL Hockey the hottest game on ice.


Goal!
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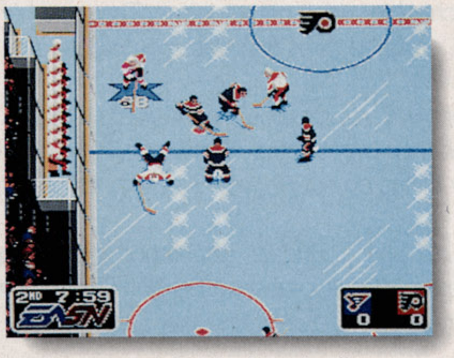
EASN

If you have all the right moves, you get invited to the big dance—the Stanley Cup Finals.


2ND 7:59
EASN
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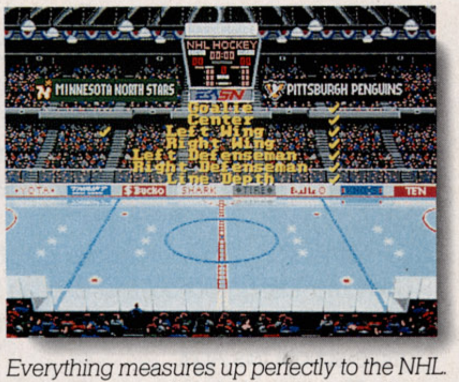
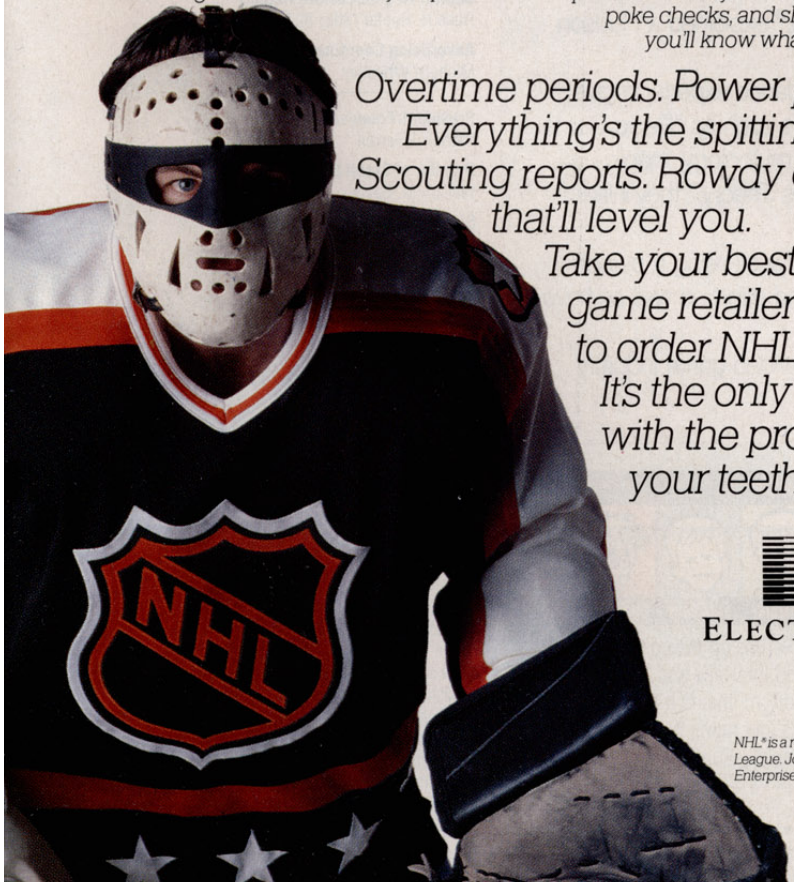
This game definitely doesn't pull any punches. After you taste a few hip checks, poke checks, and shoulder checks, you'll know what we mean.


NHL HOCKEY
MINNESOTA NORTH STARS
PITTSBURGH PENGUINS
EASN
Goalie
Center
Left Wing
Right Wing
Left Defenseman
Right Defenseman
Line Depth

Everything measures up perfectly to the NHL. Compare position-by-position scouting report at-a-glance.



Overtime periods. Power plays. Play-offs. Penalties. Everything's the spitting image of hockey. Instant replays. Scouting reports. Rowdy crowd reactions. Sound and animation that'll level you.

Take your best shot at the NHL. See your local game retailer or call (800) 245-4525 to order NHL Hockey now. It's the only way to play with the pros and still keep your teeth.

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Readin,' Ritin,' and Rayguns

By The GamePros

"How can I get a job in video games?" That's a question we hear all the time. The answer depends on your interests and desire.

It's advised that you go to school and get a degree in something useful in general to the industry – programming, art and design, marketing, etc. – then move to the West Coast or somewhere where many video game companies are located and try to get your foot in the door. In America there isn't really a clear cut path into the video games industry.

That used to be true in Japan, but the Japanese, as is their style, are addressing that concern with a tool that they've used time and again – education. The Mainichi Daily News in Tokyo, Japan recently reported on special video game design schools.

In April 1990 an entertainment software developers house Human Software, established the Kichijoji (Human Creative) School for video game design. There are currently 130 students enrolled at the school, which requires 800 classroom hours per school year.

Human Creative School president Toro Hayashi explains: "In the past Human used people who learned game design on their own through experience. However, if there are too many lone wolves, generally things do not go well. So we've decided to create schools and train people."

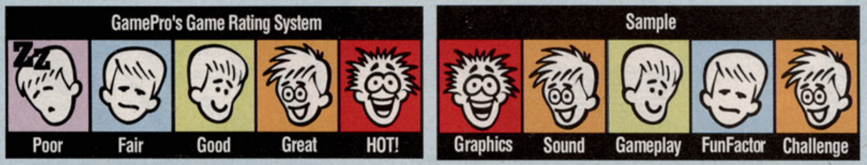
Other companies are following suit. Last Spring, Hudson established the Hudson Computer Design School and Bandan Design Kenkyujo opened Bandan Denno Joho Gakuen (the Bandan Electronic Brain Information Academy). Enix plans to open a game school this April.

The curriculum at these schools isn't narrowly focused for techno-junkies either. "It's no good if students just sit in front of the computer all day," explained a Hudson school instructor, "We must develop their artistic sensibilities."

The Hudson School invites comic book artists and even dance experts to give special lectures. Enix's design school students will take courses such as "Basic Game English," where they learn English names for gods from Greek mythology, magic words, and science fiction terminology. In "The Basis of Games Theory," they'll learn player psychology and "game sense."

An official at Hudson Design School, Kikuo Omata, says, "Just being a person who likes games is not enough. You have to put in the time and effort as well as have that initial seed of talent."

That's how the Japanese plan to build a job path into the video game industry and create better games. Think it will work?



Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

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Volume #4; January 1992 Issue

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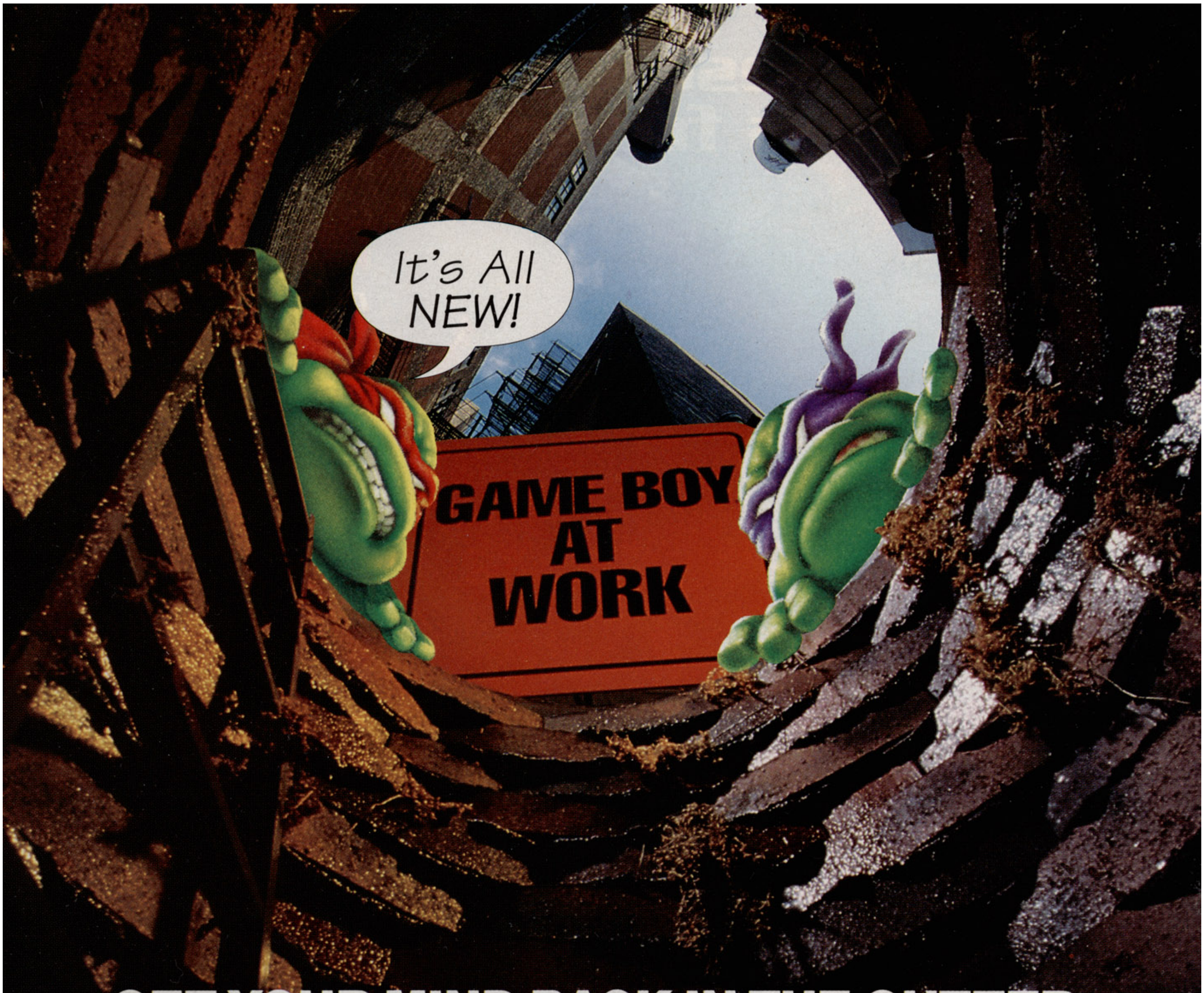
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GET YOUR MIND BACK IN THE GUTTER.

Time to get crude and rude, dude. 'Cause Shredder's nabbed April O'Neil again in Teenage Mutant Ninja Turtles® II Back from the Sewers,™ Konami's® new bodacious shell bound shell shocker for Game Boy.®

- Two megs memory puts major screenage in your face with bigger characters and cooler action.
- 6 totally tasty levels plus 5 bonus pizza collecting stages.
- Attempt to release captured Turtles in the most excellent rescue levels.
- All new feature lets you choose a level of difficulty.
- Walk, talk, jump, climb, skateboard and surf through downtown sewers, abandoned buildings, subways, highways, the Technodrome and other areas o' pain.
- Righteous reporter April is missing serious air time, dude. So get slicing and maybe Shredder will choke 'n croak for good.

Not!

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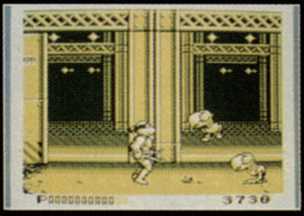

Nintendo
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TURTLES II
BACK FROM THE SEWERS
LICENSED BY Nintendo
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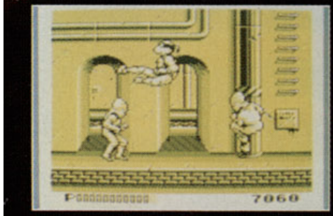

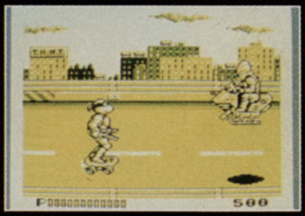

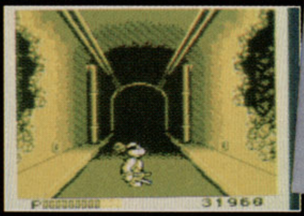

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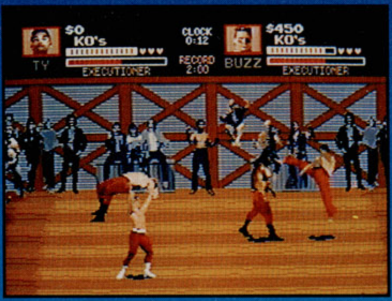
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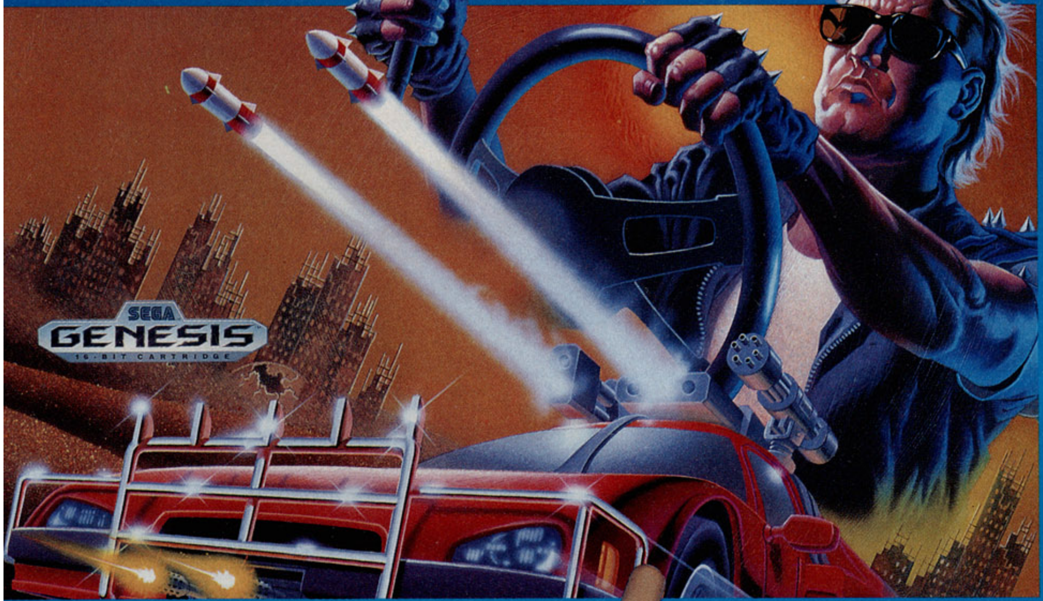
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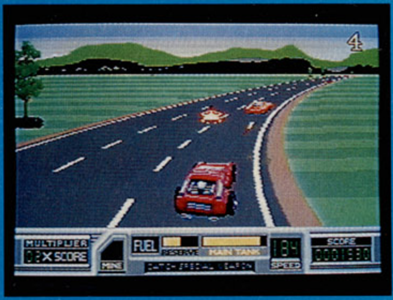
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RESERVE
MAIN TANK
SPEED
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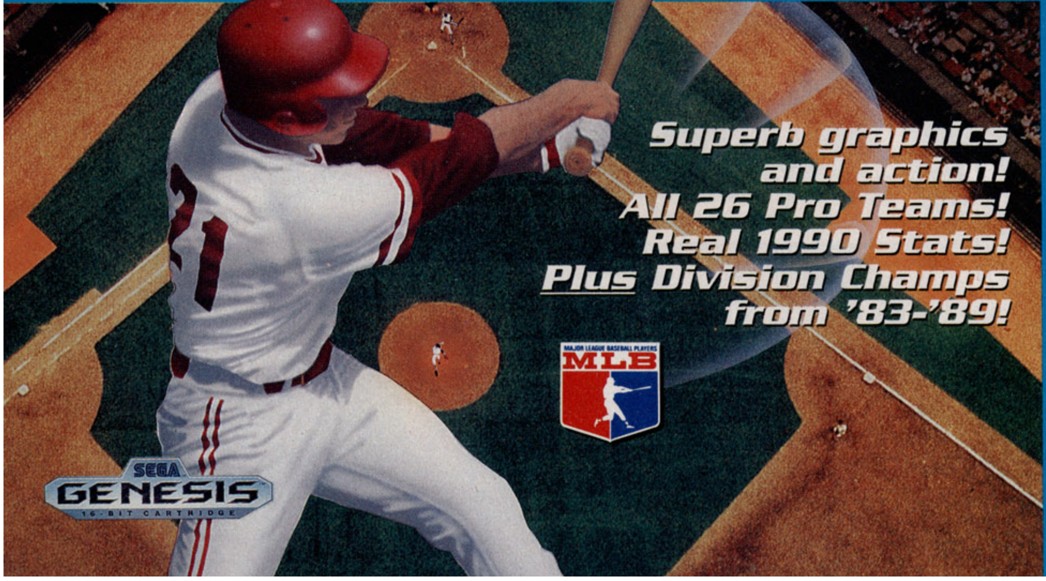
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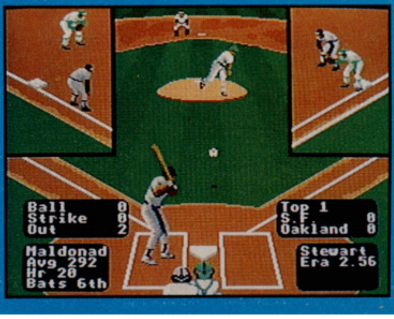
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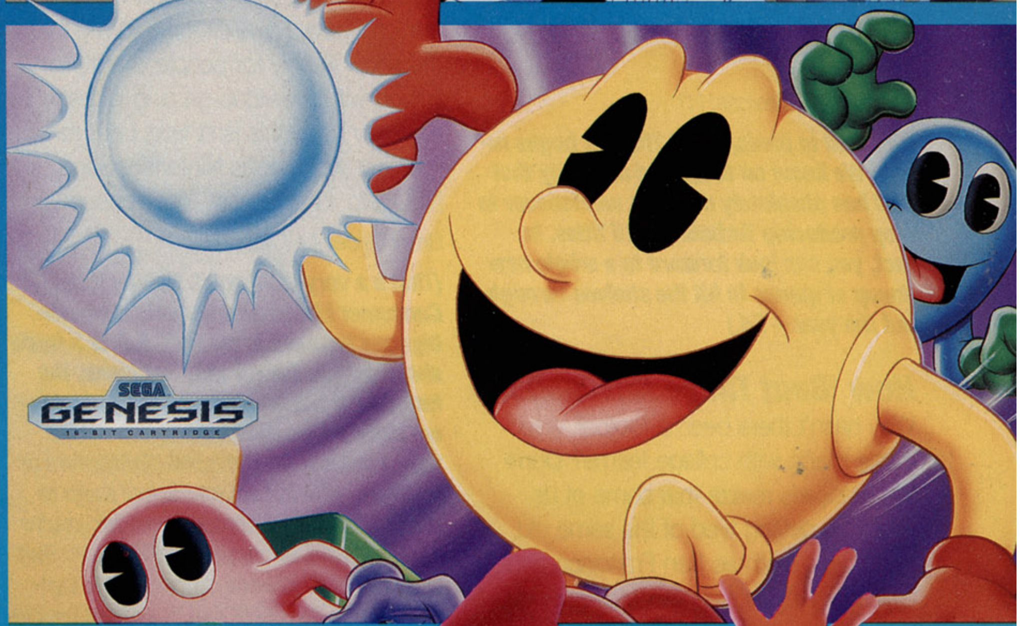
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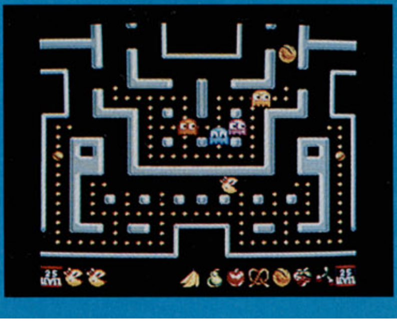

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Enough's Enough!

I'm really having difficulty understanding why everybody's so up in arms about the Genesis versus the Super NES. I have both systems, and I love them both. There is no "better" or "best" 16-bit game system; just decide what games you like to play. Give the argument a rest, people. Go with what feels right for you and have fun!

Scott Quarry, Mira Loma, CA

Don't Leave Me Now

I have just purchased the TurboGrafx-16 and I love it. However, recently I heard a rumor that NEC plans to stop producing titles for the Turbo-16 in early 1992. Is this true?

John Yang, Bellerose, NY

(No need to panic, John. That's a bogus rumor. We know on first hand authority that NEC has absolutely no plans whatsoever to stop producing TurboGrafx-16 titles. In fact, you can look forward to a whole new lineup of games to hit the shelves throughout the year. – Ed.)

How 'Bout Those Academics

Why hasn't there been a football video game made with college teams? Don't the licensees realize that some of us might be getting tired of the same old pro teams, such as San Francisco and Chicago. Hey, all you game developers, how about a shot at video fame for the guys who play for free?!

Richard Baker, Raleigh, NC

(That's easier said than done, Richard. Here are a few reasons why a licensee may or may not want to base a game on college teams. First, licensing involves money, and it's a direct violation of NCAA rules to license any individual college superstar because they aren't allowed to receive payment for sports related endorsements (such as a video game) before they graduate. Secondly, because so many college teams only receive television and/or radio coverage on a local level, the chances for nation-wide recognition are slim. A consumer would be less inclined to purchase a game based on, for example, North Carolina State's team if he lives elsewhere and roots for a different local team. The happy medium would be to license the NCAA and promote a game through a recognizable division, such as the Pac-Ten or the Big Ten. The rules wouldn't be broken because no individual college or player would receive the proceeds. Instead the proceeds, via the NCAA, would go towards promoting all college level athletics. To add realism to the game, the licensee could program it in such as way that each team would have its approximate "play style" without listing team players. F.Y.I. In April '92, Hal America will release a Super NES sports cart based on NCAA basketball teams. Perhaps some other licensees will follow their lead and do a football cart. – Ed.)

Put the "Consumer" in C.E.S.

I expressed an interest to a friend who works in the video game industry that I would like to attend a Consumer Electronics Show, however, he told me that the show is only for people directly involved with the video gaming industry. I sincerely hope this isn't true. Let's remember who keeps Nintendo, Sega, NEC, etc. in business – the consumer!

Brian Seidel, La Crosse, WI

(That's a very valid point. Calling it the Consumer Electronics Show is a bit ambiguous because in reality C.E.S. is a trade show. As you may or may not know, the function of a tradeshow is for the designers and/or manufacturers to showcase their products for potential distributors or retailers, who in turn showcase them to the public in their stores. However, you're in luck, Brian, because after 25 years that is all about to change. According to Cynthia Upson, the Staff Vice President for the Electronic Industries Association, the 25 year policy of "no consumers allowed" is going to be lifted in 1992. The change will take effect during the June 1992 Consumer Electronics Show, which is held in Chicago. Upson explained that the general public will be allowed to attend during two days of the show (Saturday, June 6th from 12:00 to 9:00 p.m. and Sunday, June 7th from 9:00 a.m. to 6:00 p.m.). Tickets will be sold both at the door as well as through ticket outlets. The cost for tickets will be $10 for adults and $5 for kids ages 6-12. Children under 6 will get in free. Entrance will not, however, give the public free access to all areas. Exhibitors will have special areas set up for the public only. This is to avoid confusion and overcrowding in the areas where the retailers and the press view products. – Ed.)

Game Gear Sonic

I've seen and played Sonic the Hedgehog for the Genesis and it's a really great game. The problem, however, is that I only own a Game Gear. I'm hoping that Sega will make Sonic for Game Gear. Is there any chance this might happen?

Lauren Eisenberg, Hughson, CA

(Never fear, Lauren. Sonic the Hedgehog is on his way to the Game Gear right now. In fact, we've scheduled a review on the Game Gear version of Sonic in our February '92 issue. You can expect the little speedster to hit store shelves, in completed GG form, some time early in '92. – Ed.)

Atari Xmas

I really enjoyed the "Atari Adventure" insert you printed in the July '91 issue. The layout stated that over 36 new Lynx titles are scheduled for release in 1991. As Christmas approaches, I've seen plenty of new action, adventure, and puzzle games released but as of now, I haven't seen any sports titles. Is Atari really going to release a flood of new games for Christmas and will there finally be some sports titles included in the batch.

Mike McMurray, Greenville, IL

(You can look for Viking Child, Hard Drivin', Stun Runner, Tournament Cyberball, Bill and Ted's Excellent Adventure, Awesome Golf, and World Class Soccer to be in the stores for Christmas. As for the sports titles, well, if all goes as scheduled Lynx Hockey and Baseball Heroes will all be available in late February '92 – Ed.)

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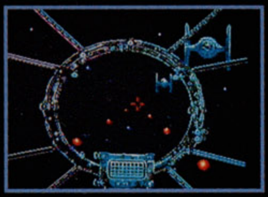

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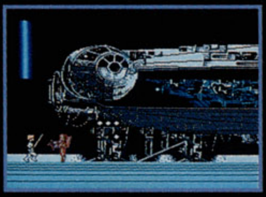

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CUTTING EDGE

Hardware and CD games are razor sharp on the Cutting Edge. Check out these two reports – and dream. – The Whizz

The Jaguar Rules Atari's Jungle

By Slasher Quan

The latest and greatest in cutting-edge gaming isn't popping up only in Japan. U.S.-based Atari Corporation will try to beat Nintendo, Sega, and NEC to the 32-bit (and possibly even 64-bit) punch with its supercharged game system – the Jaguar.

Atari Has a New Dream

Remember the Panther, Atari's semi-secret 16/32-bit system which never made it to store shelves? We sure do. It was rumored to have graphic capabilities somewhat better than the Genesis and the Super Nintendo. But as Bob Schuricht, National Sales Director of Atari, states, "Atari backed away from the Panther because the Jaguar's development was far ahead of schedule." Atari decided to design a more "unique" console. Heads up NEO-GEO, here comes the Jaguar!

Which Way Does the Hardware Go?

Now that we have your attention, let's talk super power. What's this cat all about? Right now Atari isn't leaving out any possibilty. Schuricht reports that many different configurations are being considered for the Jaguar. It could end up as a 32-bitter, a 64-bitter, or a hybrid of the two, and take advantage of all, one, or none of the following inputs and applications: game cartridges, personal computer adaptability, disk drive, keyboard, modem, and CD-ROM. The devices could be packaged together, or they might be sold separately. Jaguar might play Lynx carts, but then again it might not. As Schuricht seriously notes, "The hardware specifications are evolving on a day-to-day basis."

However, a few factors are key to the Jaguar's development. Atari's reasoning for the Jaguar is that some competing systems may prove to be flashes-in-the-pan, which could open a door of opportunity for a more powerful machine. Schuricht believes that "the consumer who's spending $30, $40, $50, or $60 dollars for software doesn't want the game to end in four hours. They want to be able to go back in and play that game differently. They want to see different levels; they want to see more realistic action than they've seen in the past." With the better graphics and extra sprites provided by the Jaguar, Schuricht feels the gameplay will be more life-like and enjoyable. "We want to put as much in [the Jaguar] as possible so it doesn't become obsolete for many years. We want a system that will be viable in the next millennium." Wow!

Purr-fect Price

The Lynx originally debuted for $179.95, but after redesigning it in a smaller size and reducing the price (only $99.95 with no software), Atari reported an astronomical 500% sales increase. Lesson learned, Atari will try to cost-engineer the Jaguar as effectively as possible. Schuricht believes the Jaguar will never see the light of day unless it's "competitively priced" with the current market. More for less is Atari's new philosophy, and it has to be when competing with Nintendo's brand loyalty and Sega's huge headstart. And maybe, just maybe, if a few of those "multimedia" inputs come to fruition, the Jaguar could represent Atari's long-awaited re-entrance into the "next generation" console wars.

D-Day for the Jaguar

Atari's computer gurus are working overtime to deliver a great product at a great price. Specs should be final in a few months, and software development will commence promptly thereafter. Lynx licensees, such as Shadowsoft, Telegames, and Color Dreams, will all be approached for Jaguar contracts. Look for the system and its games to hit late '92 or early '93. Can Atari really pull off the hardware coup of the decade, or is there as much substance to the Jaguar as there was to the Panther? Atari holds all the answers in its paws.

Flash! Genesis CD Update!

By E.D. Beta

Everyone's pumped about the already-released-in-Japan and soon-to-debut-in-the-U.S. Genesis CD-ROM, right? Right. The built-in MC68000 processor, coupled with Genesis' existing MC68000, produces a 32-bit quality effect which could rocket the machine to unheard-of home-system heights. Unfortunately software has been a complete mystery to all of us. Until now.

Software Explosion

Sega is armed and ready for the upcoming compact-disc confrontation with Nintendo and NEC. A slew of new licensees and titles have been announced in Japan, so here's a run-down.

Of course Sega is busy with dozens of disc-based games, and we managed to "unearth" a few specifics. SimEarth, based on Maxis' computer sequel to SimCity, is a must for Populous lovers. You play supreme being as you control and shape the atmosphere, planets, oceans, mountains, and landscaping of your own personalized planet. Nourish your world correctly and eventually intelligent races and lifeforms will appear. Looks like a winner, CD or not CD.

Also coming to Sega's silver discs are some of its best and brightest arcade offerings. Rad Mobile and Power Drift will be enhanced with new courses and music. Other games hot off the drawing boards include several undisclosed sports titles and two epic role-playing games. 3x3 Eyes tells the tale of a forlorn female demon who is cursed with multiple personalities. And finally Phantasy Star IV: Return of Alis reportedly features digitized graphics and

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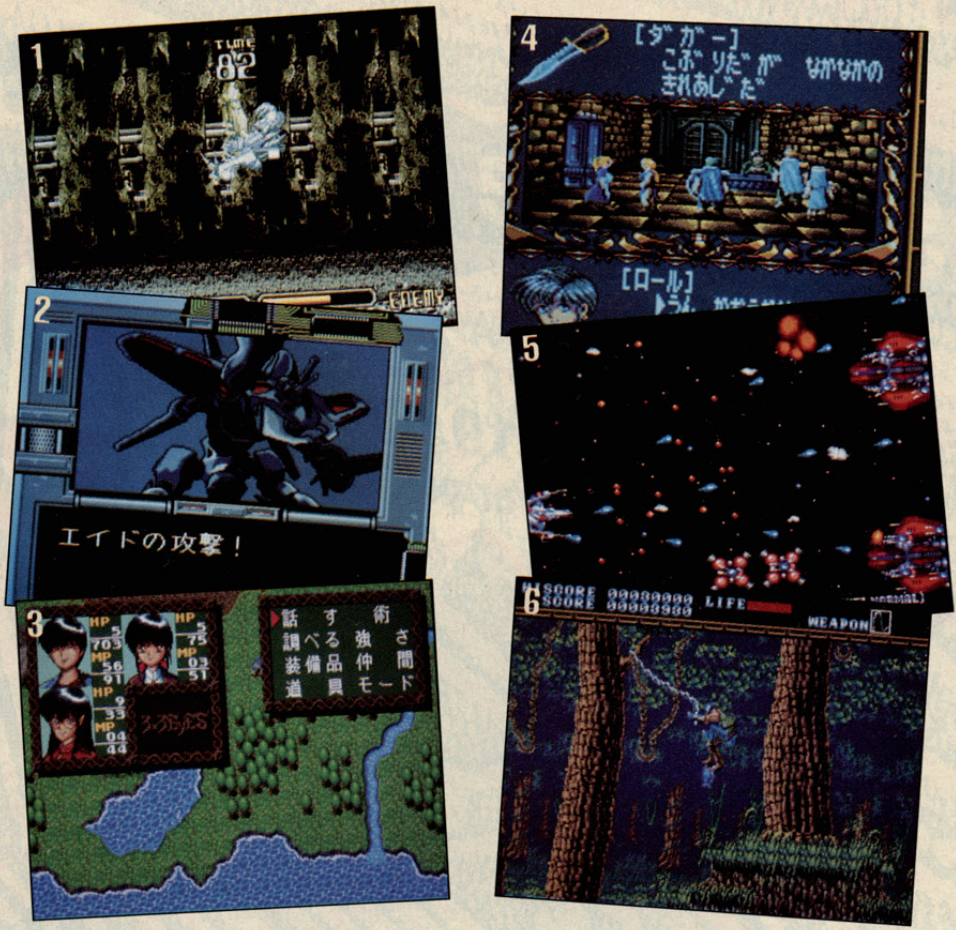

1. Heavy Nova, 2. Detonator Organ, 3. 3 x 3 Eyes, 4. Isle Road, 5. Sol-Feace, 6. Ernest Evans.

sounds and ties in directly with all three previous chapters.

Wolf Team, developer of Renovation carts such as El Viento and Valis, is hard at work on Ernest Evans, an Indiana-Jones style action-adventure sporting excellent CD music and graphics. You assume the role of Evans, an ambitious 1920's American explorer searching for a fabled Incan spellbook deep within Peru. Over 160 megabits of memory enhance the looks and sounds of the outrageously large and colorful native creatures. One to watch!

Sierra, an industry-leading developer of PC games, will convert a strong line-up of computer titles to Sega's CD platform. Rise of the Dragon, set to ship before March, offers futuristic crime-busting in a Blade-Runner type setting. Also under development are Leisure Suit Larry I, The Adventures of Willy Beamish, Heart of China, Space Quest I & IV, King's Quest V, Police Quest III, and Stellar 7.

Laserdisc "cartoonimation" games, back from the dead of the early-eighties arcade wonder-years, may find a happy home on Genesis CD. Victor Musical Industries is expected to port great-looking Sullivan Bluth classics such as Dragon's Lair, Space Ace, and several others to disc.

For mystery-murder buffs, Sur De' Wave (no, we've never heard of that company, either) plans to produce Nostalgia 1907, a complex, real-time CD caper. Similar in concept to J.B. Harold's Murder Club, Nostalgia places the player on an ocean liner where a string of macabre killings demand expert sleuthing skills.

Other titles on the way include Detonator Organ, a cybernetic role-playing battle from Hot-B; Lunar: The Silver Star and Nobunaga's Ambition III from Game Arts, Heavy Nova from Micronet, and reportedly Pit Fighter and Race Driver from Tengen.

Coming Soon to a CD-ROM Near You

Japanese Segaphiles are already spinning many of these latest CD titles as you read this, and the rest should appear overseas within the coming months. Although Sega of America isn't talking, you can bet the cream of the crop will debut Stateside along with the Genesis CD-ROM this spring.

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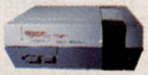
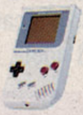
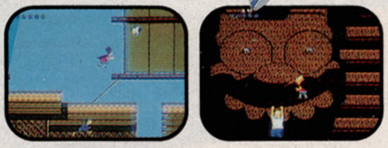
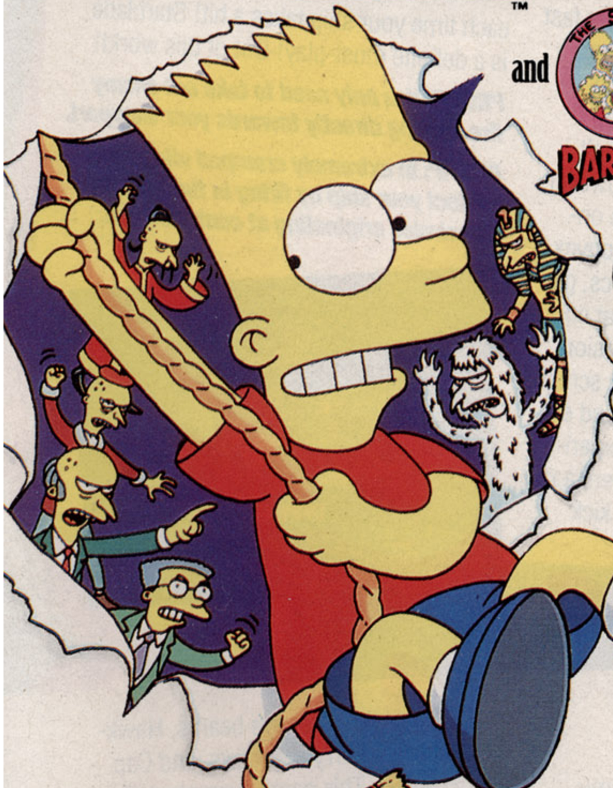
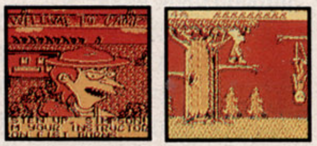
Gangway, man! It's Bartmania three ways for your  and  ! Looking for some wild ? Then help save Springfield from the in THE SIMPSONS™ BART VS. THE SPACE MUTANTS™ for your NES.™ For Simpsons™ antics on the go, join as they fight for their lives in BART SIMPSON'S ESCAPE FROM CAMP DEADLY™ run by . Look for Bart as , and in their all-new NES™ adventure BART VS THE WORLD™. It's all-out mayhem around the from to as Burns and Smithers try to get rid of the Simpsons™ once and for all. Don't let that happen ... Save Springfield ... Save the Simpsons™... Save the World ... Keep



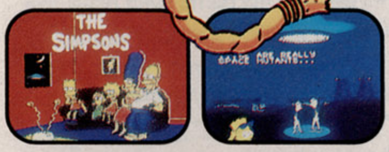
Homer has his hands full vacationing at the Krusty Sphinx but maybe Bartman can save the day in "Bart vs. the World" for your NES!



KEEP BARTMANIA ALIVE!



Ironfist Burns has some special plans for his "happy campers" in "Escape from Camp Deadly" for Game Boy!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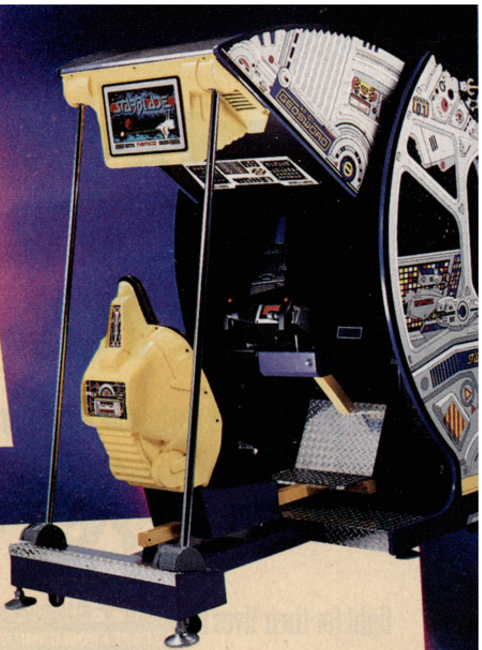
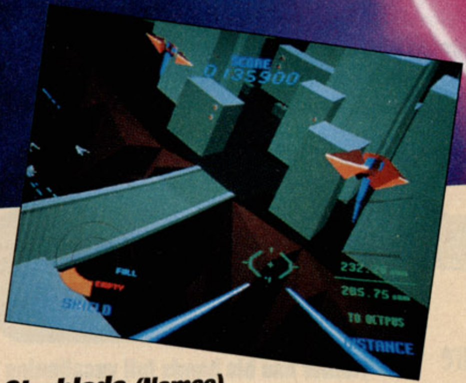
HOT AT THE ARCADES

By Hack 'n Slash

This ish H.A.T.A. zaps you into the deepest regions of outer space, slams you onto dirt-filled race courses across the world, and takes a quick detour to check out some of the hottest comic book and sci-fi video action in town! Strap yourself in tight, fellow arcadiacs, this is gonna be one, wild ride!





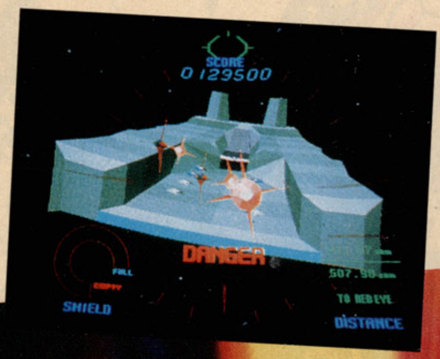
Starblade (Namco)

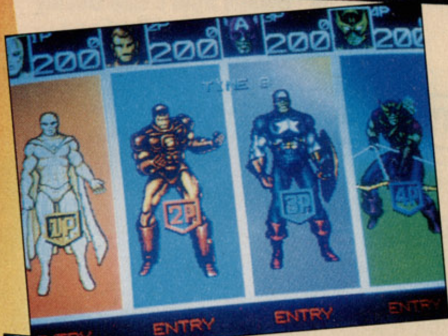
Namco's Starblade represents the next generation of polygon-filled flight simulators with graphics that must be seen to be believed! This large, one-player, sitdown coin-op places you in a gun turret aboard the starship GeoSword. The Federation of Planets is under siege by enemy forces originating from the mechanized planet known only as Red Eye. You must fight your way through mind-boggling waves of enemy fighters, jump through hyperspace and pass through an asteroid field to invade Red Eye. There you speed through the inner chasms of the planet, avoiding enemy ground fire and enemy ships, in order to set your sights on the Octopus Power Reactor – Red Eye's only vulnerable spot.

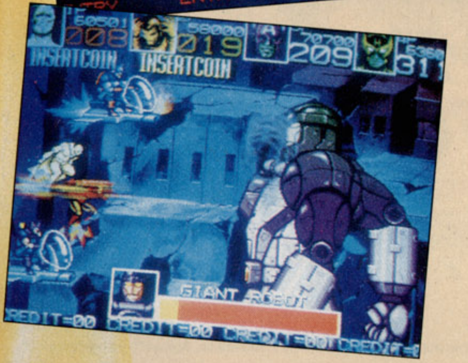
The graphics are incredible! Hyper fast scaling and ultra-smooth sprite rotation create the illusion of watching a movie rather than playing just a video game. Since you're in the gun turret, you can't control the direction of your ship; however, you can shoot your lasers anywhere on-screen. The screen itself is a large convex mirror which enlarges all the graphics, giving it an eerily realistic 3-D effect that completely engulfs the player's field of vision. Four powerful speakers encircle the screen, pumping out radical voices and sound effects adding to the realism of the experience. Finally, the player's seat delivers a resounding loud thump and forceful kick each time your ship takes a hit! Starblade is a definite must-play! Out of this world!

PROTIP:* *You only need to take out enemy fire coming directly towards your viewport.

PROTIP:* *In extremely cramped situations, protect your ship by firing in tight concentric circles originating at center screen.



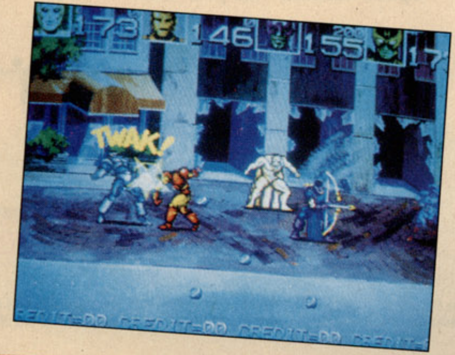




Captain America and The Avengers (Data East)

Based upon the long running Marvel comic book, The Avengers, this 1-4 player-simultaneous fighter is sure to please arcade fans and comic book afficionados alike. Captain America's arch nemesis, the Red Skull, has recruited Klaw, Whirlwind, the Grim Reaper, the Mandarin, Deathstalker, and those gigantic, robot mutant hunting Sentinels in a devious plan to take over the world. Cap leads Iron Man, the Vision, and Hawkeye against this evil supercrew. Their battles take place on streets of New York, across the world, and even in outer space aboard an orbiting space platform.

Great care has been taken to ensure that each character looks, sounds, and fights with his comic book powers, Iron Man fires his repulsor rays, the Vision zaps enemies with laser eye beams, Hawkeye unleashes a flurry of arrows, and Cap flings his shield. This game even plays like a comic book; detailed panels of comic art recount the storyline between levels. Classic sound effects such as "KWHAM," "KZAP" and "WHABOOM" flash in bright comic-bookish lettering. The villains speak in campy evil banter and the heroes reply



with equally corny lines about truth, justice and the American arcade way!

The graphics are gorgeous! All the characters are well-rendered, and the backgrounds feature infinite detail. A hot soundtrack and realistic digitized voices and sound effects help make this game a joy to play. There are sure to be long lines for this one, but that's OK since it's just as fun to watch as it is to play. As with their other 4-player arcade hit, The Simpsons, Data East is hitting jackpots with the comics!

PROTIP: Force your opponents off the edge of the screen and keep pounding them every time they venture back.

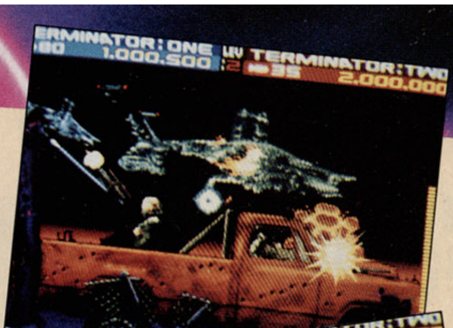
PROTIP: When fighting as a team, keep Iron Man and the Vision flying so you'll have both a ground and air attack.

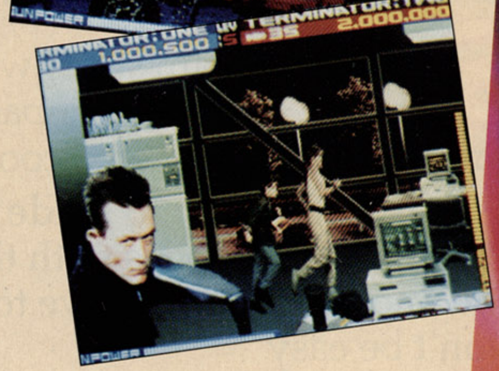
Terminator 2 (Midway)

The action-packed summer blockbuster movie that wowed everyone with its awesome special effects has inspired an arcade shooter with equally breathtaking graphics and gameplay. This 1- or 2-player stand-up gun game is a visual and aural feast for the senses! Terminator 2: Judgement Day incorporates actual film footage, digitized backdrops of scenes from the movie, an awesome soundtrack, mind-numbing sound effects, and digitized speech of ol' Arnold himself encouraging you through the heat of battle. Smooth, multi-scrolling creates a realistic 3-D look that's enhanced by holographic-like flashes that appear between you and the screen.

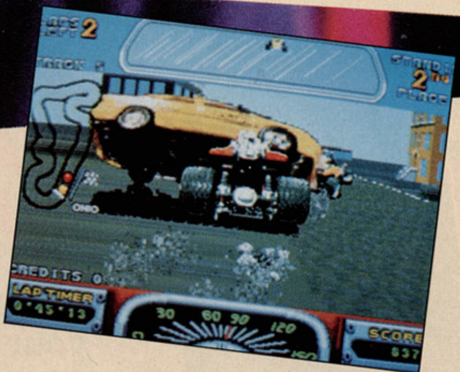
Gameplay is simple – gun down the enemies before they get you! You have set amounts of energy and ammunition, which is recharged when you shoot special weapon and energy pill icons. The game accurately follows the movie storyline, battling the robotic forces of Skynet in the Future, infiltrating the Skynet headquarters, controlling the Time Field Generator which sends you back in time to our present to protect Sarah Conner and her son, and the ultimate final battle with the most deadly Terminator of all – the T-1000!

This game requires quick reflexes and a top-notch shooting ability to handle the non-stop, pulse-pounding action. As with the movie, Terminator 2: Judgement Day is something that can't be described, but must be experienced firsthand! Hasta la vista, baby!





TERMINATOR 2
JUDGMENT DAY
MIDWAY
T2
TERMINATOR 2
JUDGMENT DAY



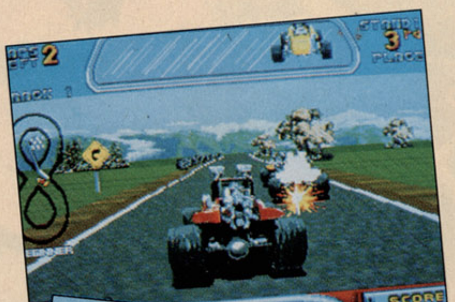
Road Riot 4WD (Atari)

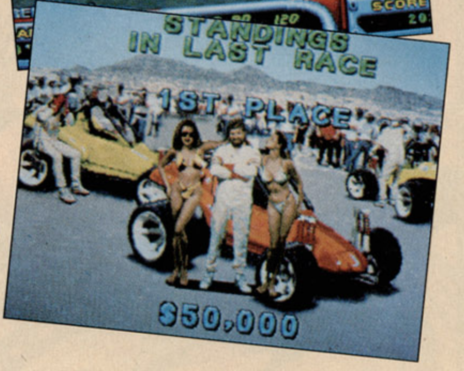
Take a spin in your own personal 4WD (four wheel drive) super-powered dune buggy. Unlike Atari's other "reality-based" driving games such as Final Lap and Hard Drivin', Road Riot 4WD is a rock'em, sock'em, no-holds barred 1- or 2-player racer! Sit before a large 29-inch screen, foot poised on the gas pedal, hands firmly gripping the steering wheel, and your fingers poised on the firing buttons. Firing buttons? In a driving game? Correct, the only objective of Road Riot 4WD is to win any way you can!

Take the field in one of over a dozen bumpy, obstacle-filled dirt courses situated throughout the world, including Saudi Arabia, Australia, Las Vegas, and even New Jersey! On each course, you must be the first across the finish line in three laps, or you're outta the race! Anything goes, so smash into your opponents, or shoot them with your unlimited supply of stun bullets.

The graphics are hot! You have a first person perspective behind your 4WD and the sprites are all large and well-rendered. Digitized images and voices of real buggies, racers, and spectators round out this game. Road Riot isn't for Sunday drivers. Your computer opponents are very hard to beat, almost impossible in the upper levels. Road Riot 4WD is hell on wheels!

PROTIP: There are no brakes; ease off the gas long before you go into hairpin turns!



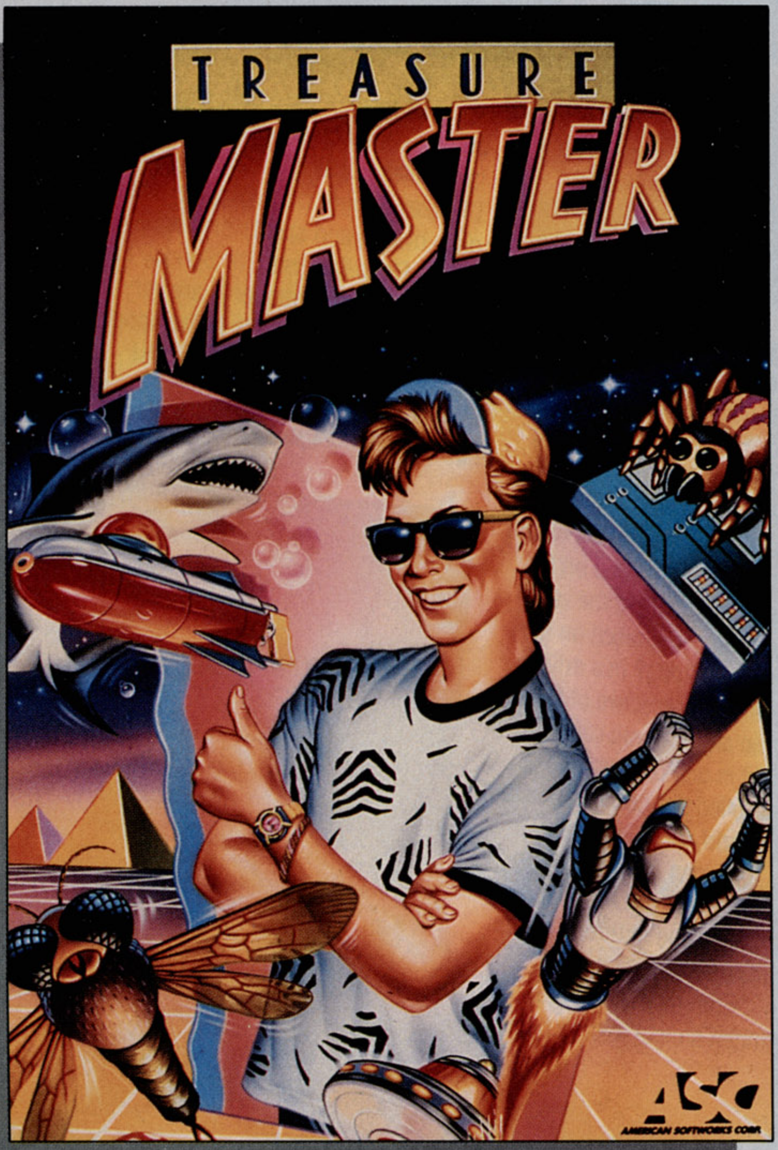


THE ULTIMATE QUEST FOR FANTASY PRIZES

Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure…**but gets to keep it!**

It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

But all your practice and training won't be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes right at home!



AS THE TREASURE MASTER YOU WILL:

- Navigate treacherous depths in your personal submarine
- Explore exotic foreign planets
- Engage hostile aliens in arcade-style combat
- Master all the wacky tools as you search for real treasure
- Interact with a variety of mysterious creatures
- You're given 12 hours to learn the Secret Password and compete to win Fantasy Prizes

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Licensed by Nintendo for play on the
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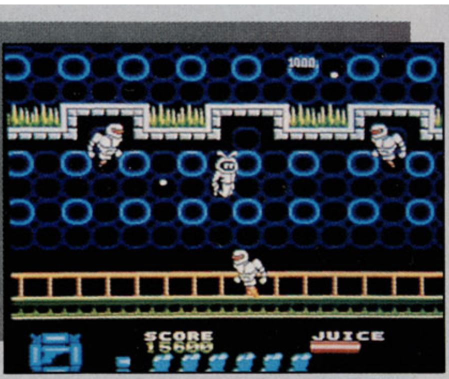
If your oxygen holds out, you're in for a blast.



Travel to a place where maps and roads don't exist.

SCORE
OXYGEN

You can nearly touch the treasure, but will you get there in time?

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WILL CHOOSE ONE OF THE FOLLOWING:

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Anywhere in the U.S. for you and 3 friends.

- The best available seats
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FANTASY GAME ROOM

- 50" big screen projection TV. Awesome component sound system.
- Super NES™ with 12 Super NES™ game packs installed wherever you want in the U.S.

FANTASY SPORTS SPECTACULAR

- The best available seats
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250 SECOND PRIZES

SUPER NINTENDO®
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36,000 THIRD PRIZES

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PLAY AT HOME TO WIN!

COMPETITION INFORMATION

*See official Treasure Master™ Competition Rules for complete details.

- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. **Call will cost $.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.**
- This competition is open to all US residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
- Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
- To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992.

For more information call

1-900-370-TREASURE
Call will cost $.50 per minute.
Children under 18 must ask their parents first.
Average length of call is 3 minutes.

$5.00 CASH REBATE WITH 6 PROOFS FROM NESTLE CANDY BARS
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The Treasure Master™ competition is sponsored by American Softworks Corporation™, 228 East 45th Street, New York, NY 10017, which is solely responsible for the awarding of all prizes.

The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

Nintendo of America, Inc. is neither a sponsor of nor affiliated with the Treasure Master competition and expressly disclaims any responsibility for the conduct or administration of the competition.

By Earth Angel

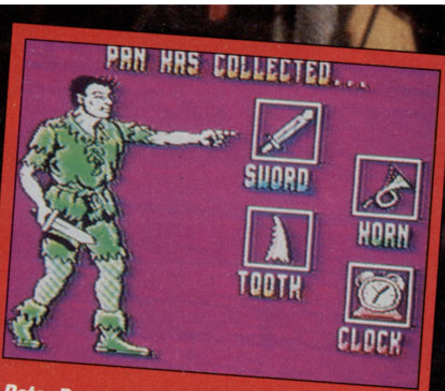
The movie everyone's talking about this holiday season is already on its way to three different video game formats. The first two Hook titles coming your way are for the NES and the Game Boy. In both versions the gameplay follows the plot of the movie – Peter Pan is all grown up and doesn't remember being Peter Pan until one day Captain Hook kidnaps Peter's children. With a little help from Grandma Wendy and the ever-faithful, ever-flighty Tinkerbell, Peter becomes Peter Pan once again to rescue his own lost kids from a vengeful Captain Hook.

It's Three, Three, Three Games in One

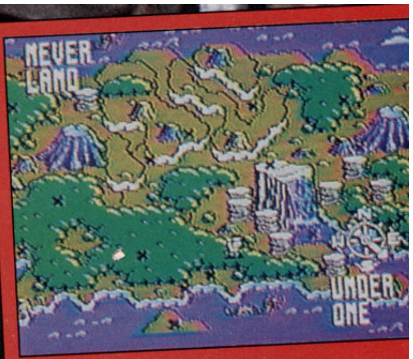
The basic gameplay itself is horizontally and vertically scrolling action/adventure style. Peter Pan teams up with Tink and must search different areas of Never Never Land in order to discover where his children are being held hostage. In each area of Never Never Land he visits he searches for special items that enable him to clear that area and build his strength for the final battle with Hook. In addition to the regular game the cart also features two other styles of play. In 3-D flying sequences Pan tries to grab marbles ("happy thoughts") in order to keep aloft, while at the same time dodging nasty clouds and booby-trapped dynamite balloons sent up by Hook. In the battle scenes Peter goes head-to-head with an enemy such as Rufio, leader of the Lost Boys, to win a special item.

An SNES version of Hook is in the very early stages. Sony/Imagesoft promises that this cart will be even more involved, feature spectacular graphics, and really "hook" you! We'll have more on SNES Hook, as well as complete reviews of the NES and Game Boy versions, in upcoming issues. In the meantime, think happy thoughts and check out the movie!

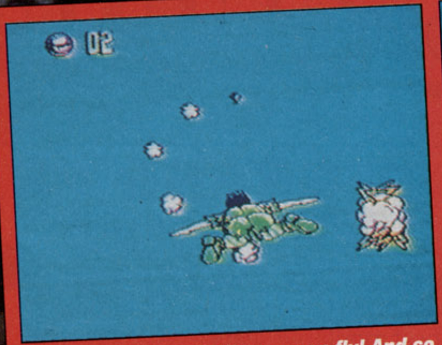
Hook by Sony/Imagesoft
for the NES, Game Boy, and Super NES.
Prices not available



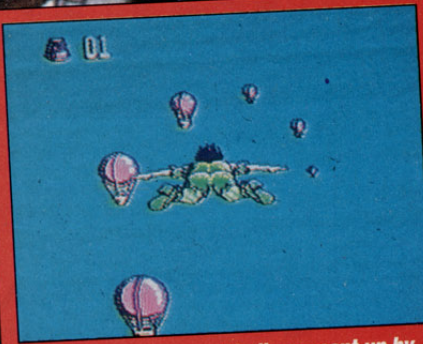
Peter Pan collects special items such as a clock to stick in a croc along the way to beating Captain Hook.



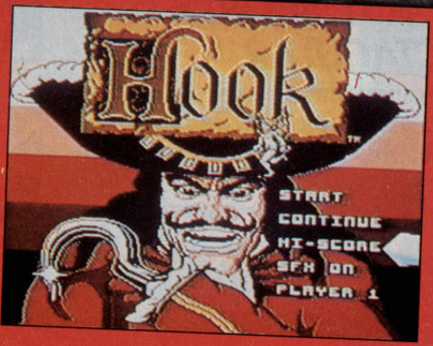
Peter Pan views Never Never Land from above and decides where he's going to begin to look for his lost children and Cap tain Hook.



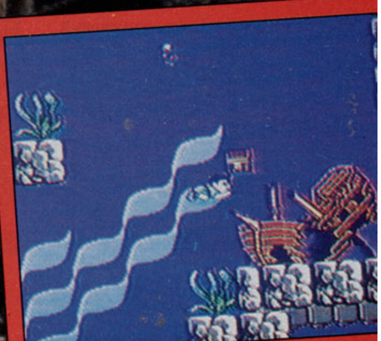
You can fly, you can fly, you can fly! And so can Peter. Your view of the action is a 3-D Space Harrier style view. Grab marbles to stay aloft and......



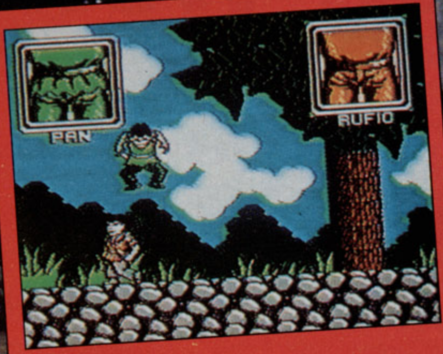
Dodge booby-trapped balloons sent up by the pirates to blow you to smithereens.



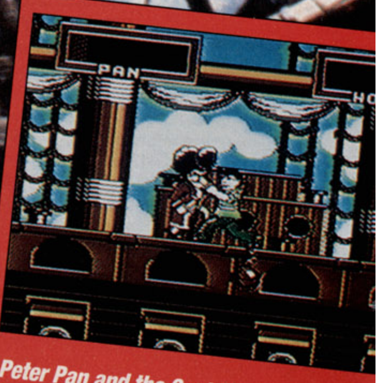
The villainous Hook.



This time around Peter can swim. He to the sea in search of buried Pirate Treasure.

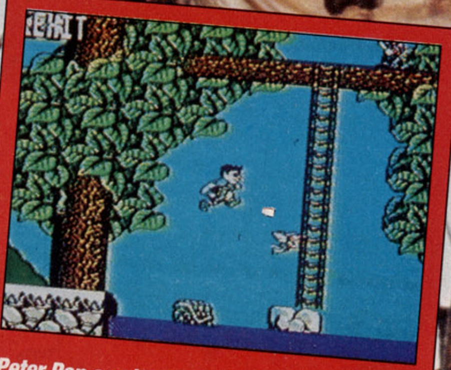


Peter Pan and Rufio, leader of the Lost Boys, cross swords in the forests of Never Never Land.

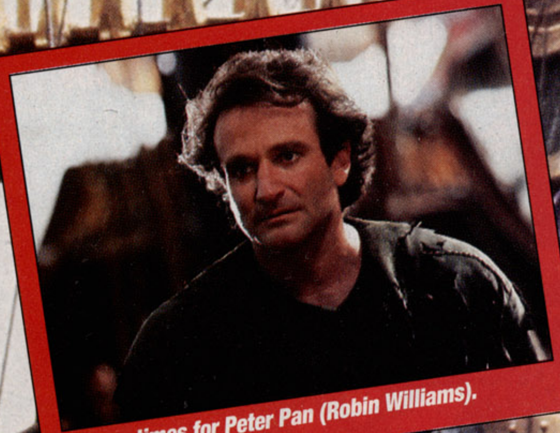


Peter Pan and the Captain must ultimate battle hand-to-hook aboard the Pirate Sh

Hook



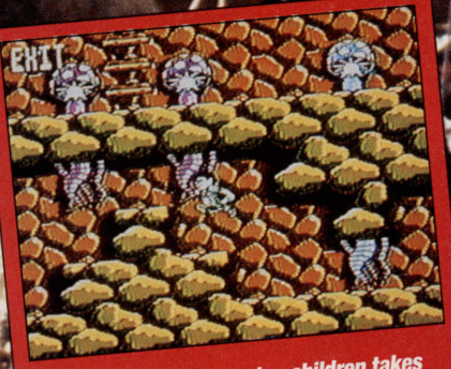
Peter Pan combs the forests of Never Never Land for clues accompanied by his faithful side-kick Tinkerbell.



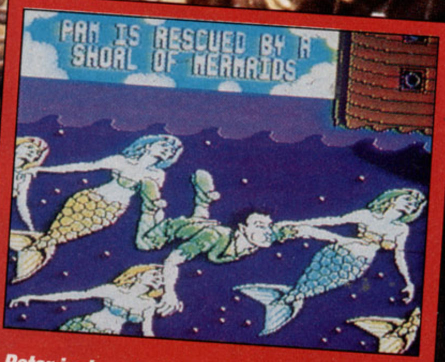
Trying times for Peter Pan (Robin Williams).

Hook's (Dustin Hoffman) lookin' sharp.

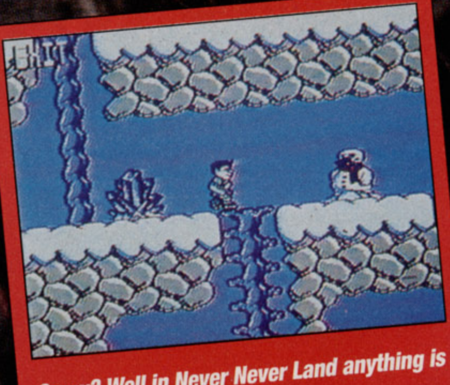
Tinkerbell (Julia Roberts) seizes a photo opportunity.



The search for the missing children takes Peter Pan over every inch of Never Never Land.


PAN IS RESCUED BY A
SHOAL OF MERMAIDS

Peter just can't stay away from those mermaids.



Snow? Well in Never Never Land anything is possible.

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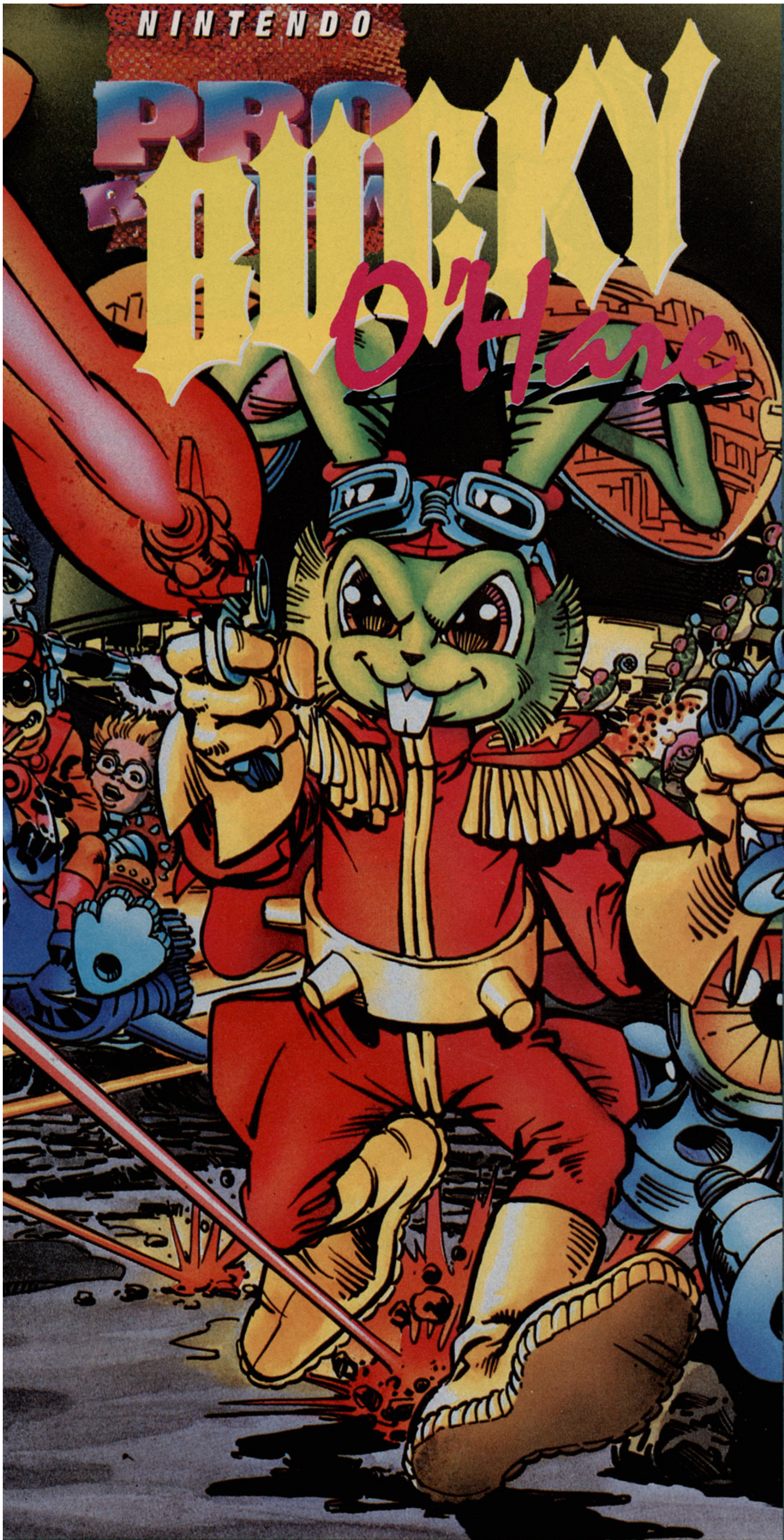
NINTENDO PRO REVIEW

BUCKY O'Hare



By The Pizza Guys

"Captain, our star map radar is picking up a non-registered spaceship orbiting the Green Planet."

"Andromedan? Betelgeusian?."

"Negative. Sensors tell me that the captain is a Lagomorph. "Wow! That sounds dangerous!"

"Um, actually, it means 'hare' — you know, a rabbit."

"Rabbit! A rabbit captain? Ha ha ha ha..."

"I wouldn't laugh too loudly, sir. He might hear you, and you wouldn't want to get Bucky O'Hare...um, hopping mad. That's one tough bunny."

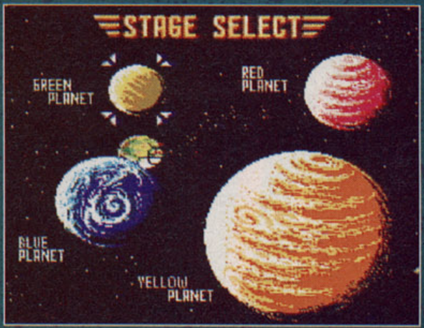
Toast the Toads

Tough bunny is right, but never call Bucky a "bunny" if you know what's good for you! He's the roughest, toughest space fighter in the known Aniverse, a parallel universe where animals rule.

Bucky O'Hare, Konami's single-player NES action/adventure cart, continues the storyline from the TV cartoon and the comic book as the long-eared space ace attempts to thwart the evil Toad Empire in its plans to enslave the Aniverse. This time the Toad Marshall's captured four members of Bucky's crew and stashed each one of them on a danger-filled planet. Bucky must face the perils of the four planets and rescue his warrior friends. Each one he finds joins him, and you can switch characters instantly to take advantage of their unique skills.

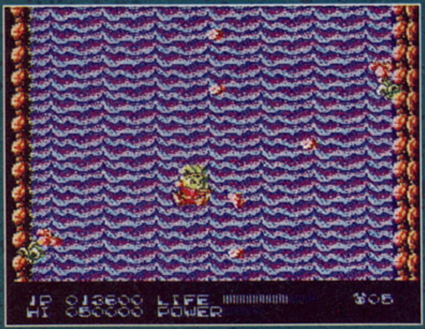
No Laughing Matter

Bucky's graphics are Konami clean. The characters look cool, and there are some nice other worldly backgrounds on the planets, too.

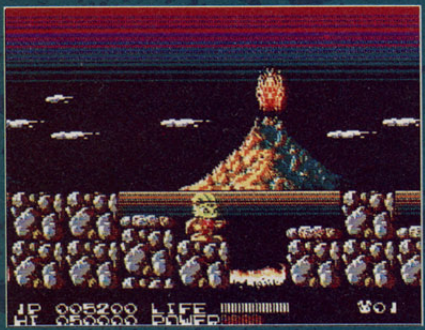


Choose your planet.

Bucky leaps from planet to planet, fighting through jungles and boulder-strewn terrain, across rivers, and around volcanoes, on icy slopes, and in darkened tunnels. Each planet has eight or more stages, some horizontal, some vertical.



Bucky makes like Alice in Wonderland.

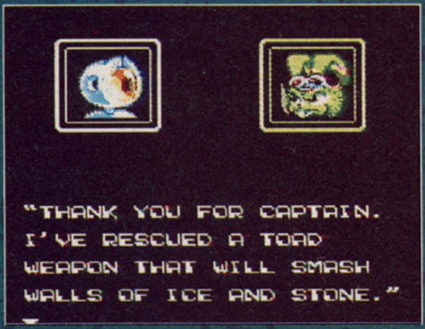


PROTIP: Don't worry about the volcanoes on the Red Planet. When they blow, stand still. Better to take a light hit from flying shrapnel than to slip into a lava pit.

You run up against an army of Storm Toads and weird space creatures, but they're the least of your worries. What makes you hopping mad are the cart's imaginative obstacles. Bucky must hitchhike on meteors, outrace lethal streams of lava, ride Ice Snakes, and more. However, the unlimited continues may cool the cart's challenge for players who like to suffer.

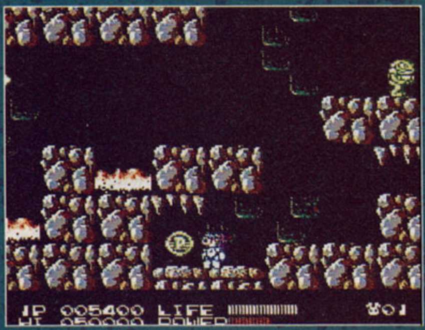
Multiple Personalities

Without your friends it's rabbit stew for you! The key to completing your mission is knowing which character to use and when. Bucky O'Hare's unique feature is the easy-to-use quick-change ability of the on-screen character. Like in Turtles I, you can switch from character to character at will (if you rescue them all), but in Bucky O'Hare, you switch with just a quick press of the Select button.

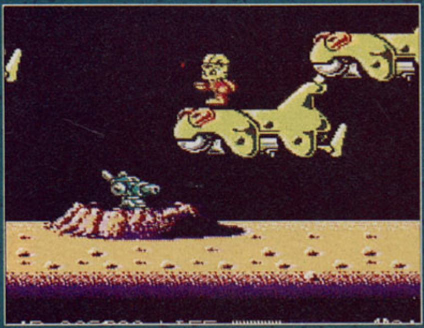


"THANK YOU FOR CAPTAIN.
I'VE RESCUED A TOAD
WEAPON THAT WILL SMASH
WALLS OF ICE AND STONE."

PROTIP: Keep each character's special abilities in mind. Change often — like a baseball manager going to a pinch hitter or relief pitcher.

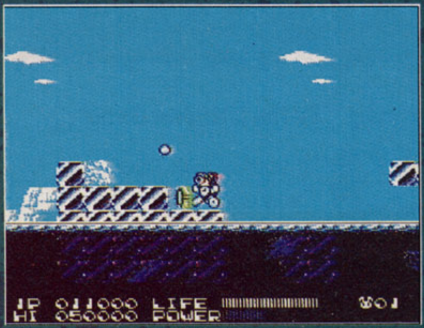


PROTIP: Once you figure out which character is best suited to battle each level's boss, make sure that character grabs all the power-ups in that level to get ready for the battle ahead.



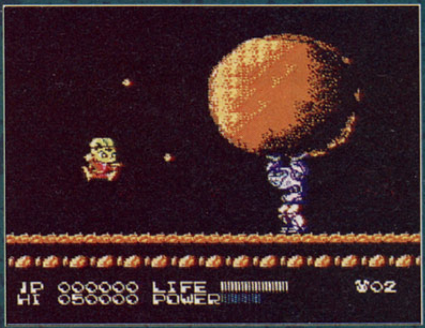
Bucky hitches a ride.

Each character's skills are best suited to particular chores. Look to Bucky when you need a sure shot (straight-on or overhead), a high jump, or a quick escape. Pilot Jenny, the Aldebaran Cat, transmits a magical beam from her feline forehead. First Gunner's Mate Dead-Eye Duck totes a three-way shooter that clears out enemies lurking ahead in high and low places. Android First Class Blinky flies a little and fires an optional cannon. He's also the smallest character, so he can squirm through places the others can't. Willy DuWitt the Earth Boy, carries a laser cannon that packs a powerful punch.



PROTIP: Since Blinky's smaller than the others, use him to squeeze through tight passages where extra lives and power-ups are hidden. He's great on ice.

PROTIP: When battling bosses, head for the center of the screen and stay there. If you've picked the right character, you'll be able to blast the boss without moving far from center.

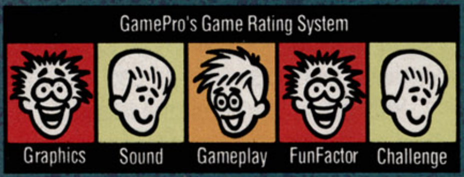


PROTIP: Let Bucky take care of the boulder-tossing Atlas-like boss on the Green Planet. Will and his laser are the best bet for the mechanized metal monster on the Red Planet. Try combinations of characters against other bosses until you find the right ones.

Outer Space Fun and Gun

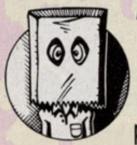
Bucky O'Hare is not a cart for dumb bunnies, but the unlimited continues put persistence on a par with skill. On the surface this game looks like lighthearted fare squarely aimed at younger kids, but it's brimming with hotspots such as the giant mechanical snake maze on the Blue Planet and the flowing lava on the Red Planet that will challenge even the best player.

Bucky's good finger-flexing fun. Even if you don't like the comic book, the cartoon, and the action figures, you'll like the game. Expect to see young Bucky fans multiplying like...like kids in math class.



Bucky O'Hare by Konami
Available Feb. '92

NINTENDO PRO REVIEW



By The Unknown Gamer

If you've ever been told "you can't earn a living playing video games" or, perhaps, "go outside and do something productive instead of sitting in front of that darn Nintendo all day," you're going to like this news.Thanks to the folks at American Softworks, you can answer your video game critics by telling them, "I'm trying to win $10,000!" That's right, bud, someone is willing to give you cash and valuable prizes just for doing something you like doing anyway – playing video games. Entering the contest is simple, see page 22 of this issue.

Journey to the Center of Your Mind

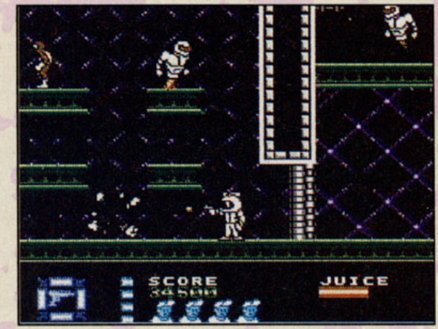
The game behind the contest is Treasure Master, a multi-level adventure game starring Scooter. Scooter was just a regular kid until one day he found an old, beat-up gold coin. He tucked the coin under his pillow for safekeeping and that night he had a dream about a bizarre landscape filled with evil creatures.

One day Scooter happened upon a book entitled "The Legend of the Treasure Master." The tome told of a sorcerer named Ocsiban and a great hidden treasure. Ocsiban said that to find this treasure an adventurer must undertake a quest – a quest of the mind. The text also mentioned a special coin that was the key to the mystery – his coin! Guess what – Scooter's off to solve the mystery and nab the treasure.

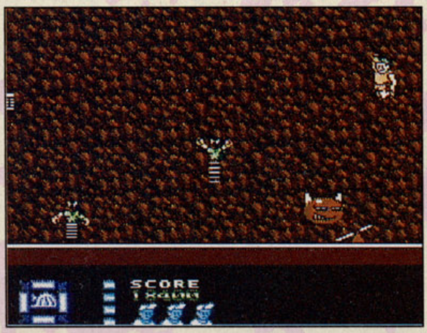
It's A Mad, Mad, Mad, Mad World

There are five different worlds enroute to the treasure vault – each stranger than the next. Your task is to work your way through each successive world until you reach the loot. This takes brainpower and skill because you'll have to find different unusual objects, figure out how to use them, and then "just do it" in each world.

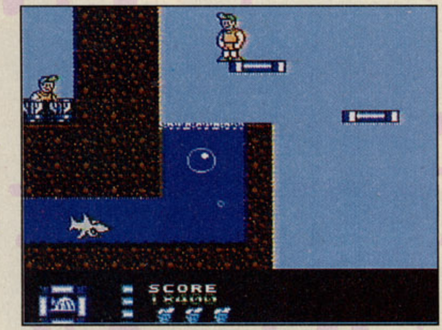
Your quest begins on the Islands where you spend half your time on land and the other half under the sea. Next you rocket to the Moon where most of the action takes place underground (does that make you the "man in the moon"?). World Three dumps you into a construction site, but don't expect a bunch of hardhats on their lunch hour – just more weird creatures. The last two worlds are the Fantasy Forest, filled with weird mushrooms and waterfalls, and the Circuit Board, where you actually get inside your NES! And then, finally (if you survive), you reach the Treasure Vault!



Ray guns are invaluable on World Three – the Moon



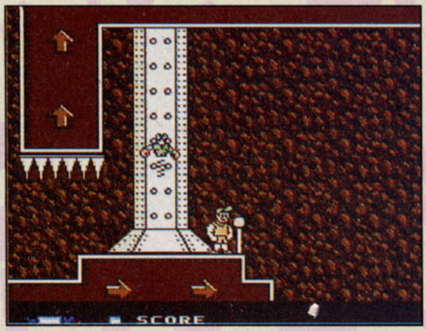
PROTIP: Stand on the right side of the platform and the heavy tomato...



catapults you up to an area with another 1-Up.

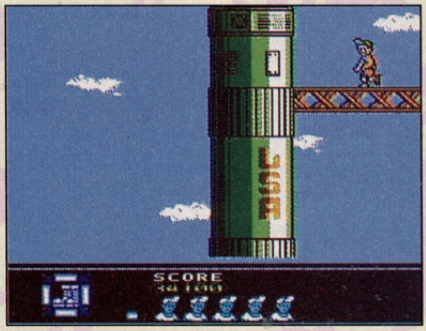
No One Said It Would Be Easy

Only GamePro's need apply 'cause this cart is tough! You begin with four lives, but you can nab free men (they're hidden à la Super Mario) as you go. There are NO continues and you have to play from the beginning (World One) to the finish (World Five) to reach the Treasure Master vault.



PROTIP: Use the bow and arrow when you reach the needle-shaped object to send a line across to a transporter that leads to a bonus room with another 1-Up.

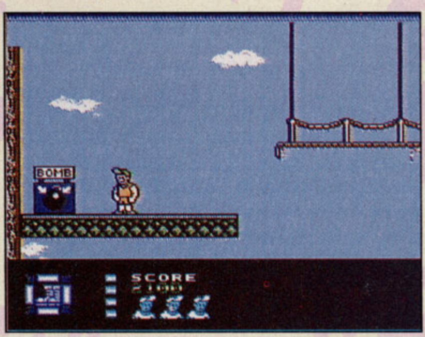
If you're going to take on this challenge you better have a high breaking point because Treasure Master has a fierce frustration factor. There are lots of moves you have to repeat again and again until you get them right – and if you run out of men you're right back at the beginning.



You'll rocket to Level 2

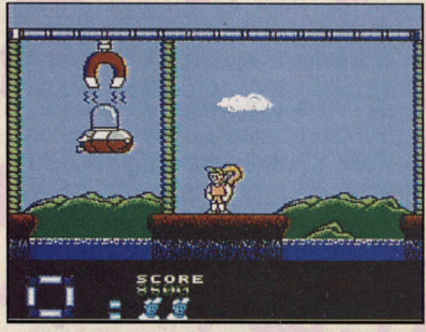
PROTIP: Slow and steady wins this race. You'll need all your energy and lives in the Treasure World so don't rush through the early stages.

PROTIP: Enemies follow consistent patterns. Enemies you face in the early stages may show up in later worlds in different guises.



PROTIP: Bombs reappear once you move off the screen. Sometimes you'll need more than one bomb on a world, so remember that you can return and grab another one at the same location.

TREASURE MASTER



PROTIP: Activate the remote control at the question mark in World One. This helps you get the submarine.

All This and Money, Too!

Treasure Master has good animation, and the graphics are colorful and clean, although unspectacular. Coupled with decent sound effects and O.K. music the game keeps you hooked even if you aren't playing for the moola. So what are you waiting for? Fire up your NES... those prizes are just waiting for you to claim them! (P.S. We're gonna' help you out even though we're not eligible to win the prizes ourselves. See pg. -156 for a few tips on how to snag the cash!)

GamePro's Game Rating System

Graphics	Sound	Gameplay	FunFactor	Challenge

Treasure Master by American Softworks
$49.95
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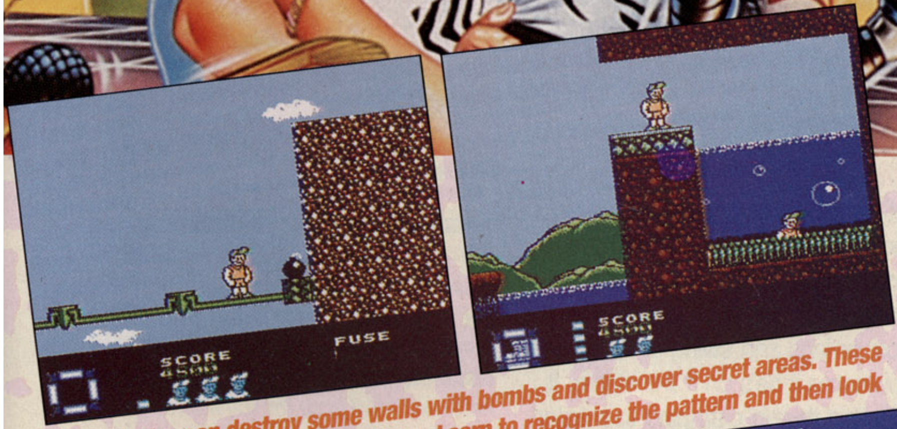
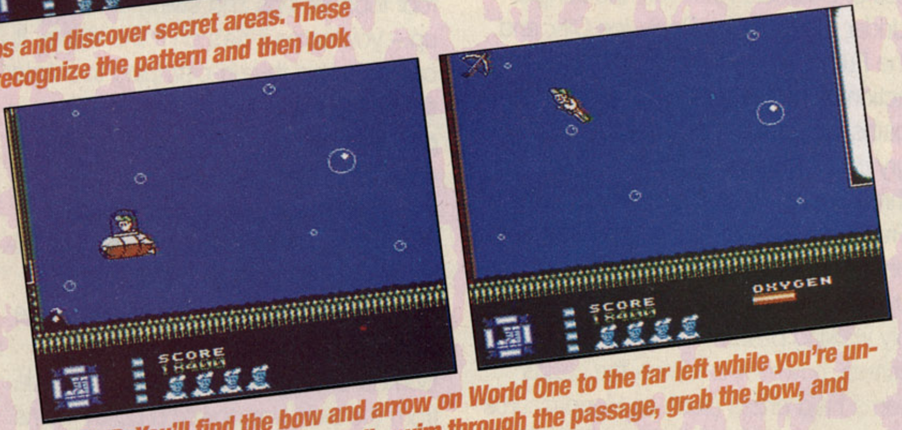


PROTIP: You can destroy some walls with bombs and discover secret areas. These walls always have the same pattern. Learn to recognize the pattern and then look for a bomb to grab.

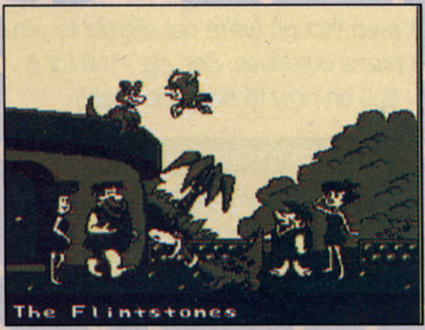


PROTIP: You'll find the bow and arrow on World One to the far left while you're underwater. Bomb the far left wall, swim through the passage, grab the bow, and then return to your sub before you run out of air.

By Feline Groovy

There's trouble in the town of Bedrock. Fred Flintstone and Barney Rubble have had their pets Dino and Hoppy (Barney's pet Hoppasaurus) pet-napped by a slightly deranged dinosaur collector from the future.

Fred's space guy buddy, Gazoo, has a time traveler, so making the leap into the 30th Century and rescuing the pair could be a snap... if Gazoo's rig wasn't a broken down heap of junk. Here's the score. Fred's got to get his prehistoric rear in gear and hunt down the pieces that Gazoo needs to rebuild his time machine. If he doesn't, Dino and Hoppy are going to spend the rest of their days as modern day zoo specimens. Yabba Dabba...bummer!

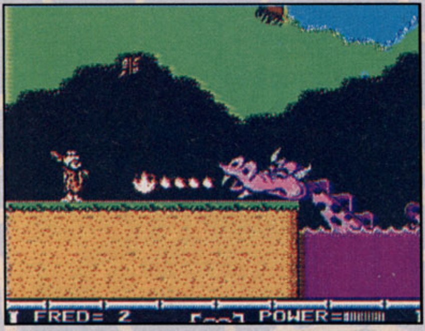


Meet the Flintstones.

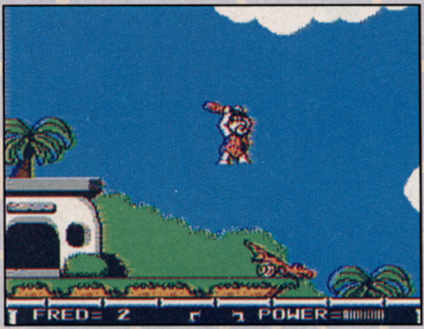
Prehistoric Follies

In The Flintstones by Taito, the outskirts of Bedrock are a dinosaur-eat-Fred world. Seven vertically and horizontally scrolling levels take this unlikely hero through the wild and dangerous territories of Bedrock, Reefrock, the Jungle, Under the Sea, Tea Rock, Ice City, and the Future. There's plenty of bop-'n-hop action along the way when Fred crosses paths with dozens of dinosaurs and angry cave dwellers. In addition, there are three Basket Rock (bonus levels), where Fred takes on Hard-Head Harry for some one-on-one Stone Age hoops. You can bypass the Basket Rock rounds by simply walking past them on the map screen, however, a win on the courts earns Fred prizes (such as Hoppasaurus and a pair of Wings) that are lifesavers in later levels.

Wilma, Betty, Barney, and Gazoo all have co-starring roles. They pop up along the way and put in their two-cents by offering information and sometimes warnings. There's even a special guest star appearance from (hint) a well known cosmic kinda' guy whose initials are "GJ."



PROTIP: When battling the Level One dinosaur boss, stay to the far left of the screen and launch axes at its head between fire blasts.

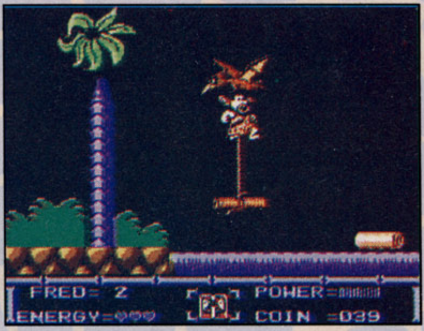


PROTIP: Hit this "dino-launcher" with Fred's club. As he flies into the air move him to the left and you'll be able to pick up the 1-up icon floating in the air.

Shakin' an Unlikely Leg

The pet-napping's obviously lit a fire under Fred. This notorious bumbler manages some impressive moves. Fred can make long leaps and latch onto ledges, roof tops, or logs and swing or lift himself up – you name it he's on it like Velcro. It can be a little thumb-cramping to master the longer leaps, but overall the gameplay is uncomplicated, feels solid, and is easy to master.

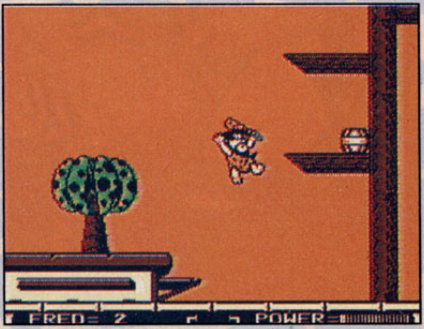
Dino-bashing weapons include a club that's great for up close combat. Also, by smashing open barrels with his club, Fred can pick up a few long range weapons, including a Slingshot, Egg Bombs, and an Axe. All weapons, aside from the club, are powered up by Coins which are also inside barrels. Fred must also collect Bronto Burgers and Cactus Coolers to replenish his life meter and fighting power.



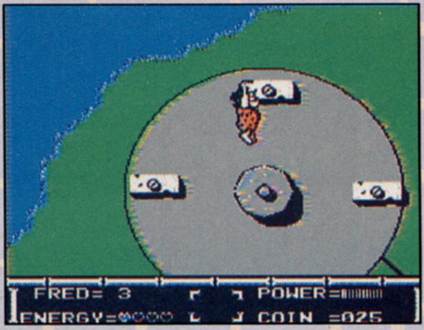
PROTIP: Hop up and down on the Pterodactyl perches to prevent them from lowering Fred down the falls.

Here's Looking at You, Fred

When it comes to cartoons-gone-cartridge, graphics are a big hurdle. Afterall, if they don't look like the originals, what's the point. Well, this post-programming report, happily, is almost perfect. The Flintstones didn't loose their Stone Age good looks in the translation, even though there's a tad of sprite flicker. However, the music's definitely extinct; low volume serves you well.



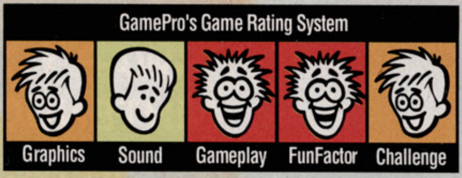
PROTIP: If you're a little unsure about clearing the distance of a jump your best bet is to simply go for it and always, always press down Up. If Fred clears the distance, holding down Up ensures that he'll make the grab for the ledge.



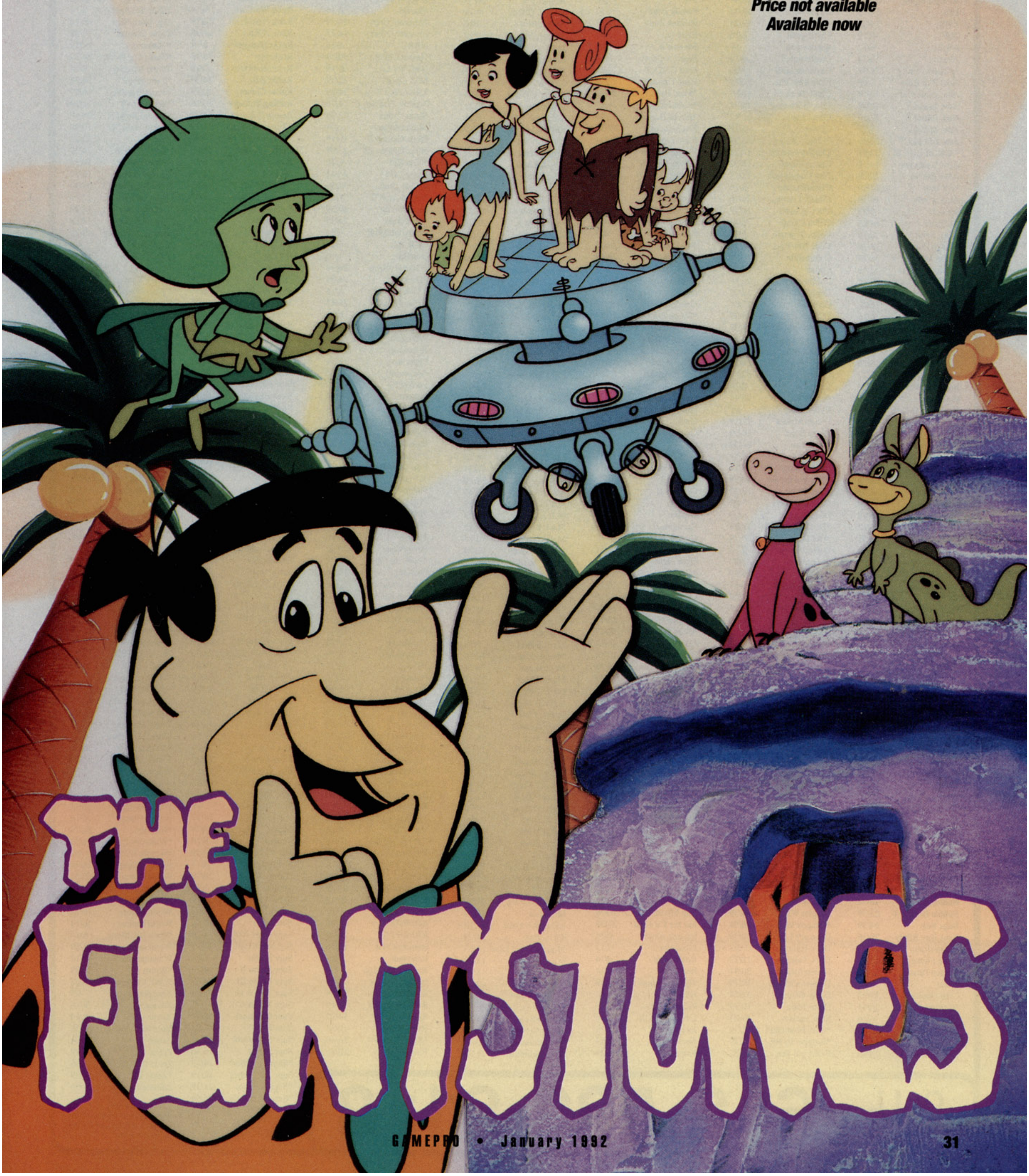
Fred's a swinger.

A Yabba Do Time

It's surprising that it took so long for the Flintstones to show up on the video gaming scene. Whatever the reasons for the delay, it was worth the wait. The Flintstones is a really cool little 8-bit adventure It sports nice graphics, lots of levels, good gameplay, good challenge, and, for those who need them, endless continues. Visit with American's favorite Stone Age family. You'll have a Yabba Do Time for sure.



The Flintstone's by Taito
Price not available
Available now



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M.C. Kids

By Cleopatra

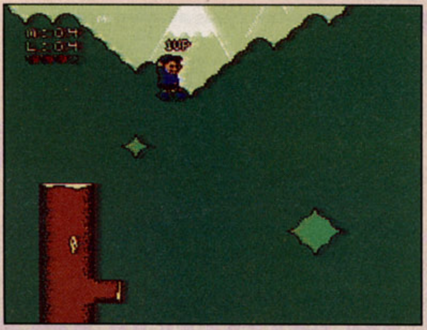
In today's world of cut-throat competition even video games need a "hook" to stay alive in the treacherous swamps of consumerland. Hooks such as movie titles or television characters lend a game instant appeal. What's next? Welcome to McDonald land and M.C. Kids by Virgin Games.

Big Mac, Filet of Fish, Quarter Pounder, French Fries...

Well, as it turns out the Hamburgler has seized Ronald McDonald's bag of magic and made a break for it. To where, no one knows but being a trustworthy friend of Ronald's you (Mick or Mack) must track this friend down through six levels of adventure-style play and retrieve the loot. All the McDonalds' characters (Birdie, Grimace, etc.) are willing to help you, for a price. Find them each the number of hidden puzzle cards they desire, and they'll build you a path to the next world.

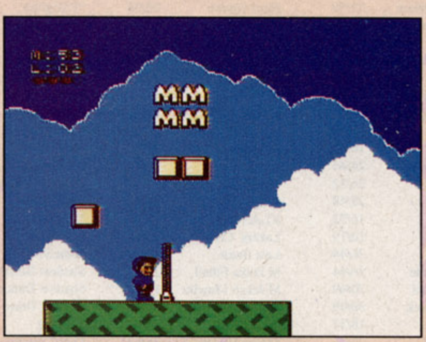
Big Mac Attack

In M.C. Kids your only weapons are the blocks you pick up and hurl at the multiple enemies. Speaking of enemies, boy, are they cute. Splinter, the little beaver, is always out to foil your progress, and the McMoose will charge right through you if you don't watch out. Don't judge these guys by their looks, though, or you'll be flattened into one big McPancake.

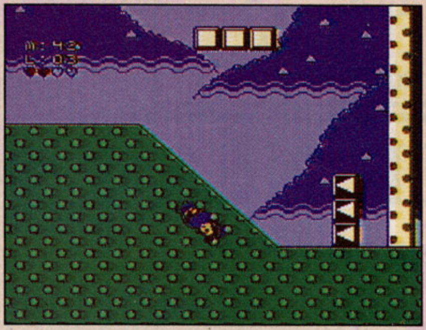


PROTIP: If you're carrying a block when you jump on a super springboard you'll be shot sky high.

M.C. Kids lives and breathes Super Mario Brothers. From the smooth play control to the general construction of each level, you keep forgetting you're not that little Italian plumber. There are no air-borne or underwater levels but the cart does pack some great features that Mario lacks, such as the Spinner that literally turns your entire world upside down, and Zippers, which enable you to unzip the wall of a level, climb out, and return to another area of the game. Plus, if you collect 100 Golden Arches, you'll go to a bonus stage.



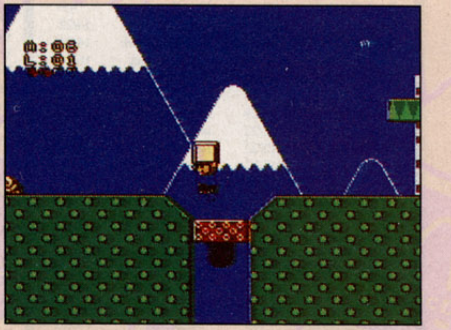
Zip right on through to the next level.



PROTIP: Touching the Reverser sends you spinning back to the beginning of the level. This is useful because often you're hurled onto an unreachable platform just above the start.

PROTIP: To reverse the Earth's gravitational pull run across a Spinner at full speed. Looking at the world upside down always reveals new nooks and crannies, and often a puzzle card or two.

Having to find hidden puzzle cards gives a new purpose to each level. You can't just book through the levels and say "done." You've got to search them top to bottom to find what you're looking for.

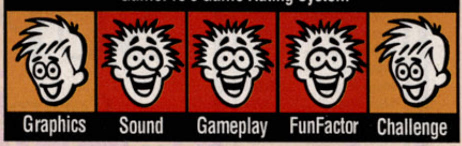


PROTIP: During the bonus game concentrate on raising the block closest to you and forget about the others. It'll save you a heck of a lot of trouble, and up above you'll find a bunch of bodacious 1-Ups.

PROTIP: Don't be afraid to take a long, blind leap off any ledge. More often than not you'll land on a string of sky platforms leading to new turf.

A Happy Meal

Seasoned Nintendonians will be able to run, jump, and spin through this cart's six worlds in a couple of days, but it's just right for its target audience – younger kids. M.C. Kids will tantalize you with its puzzles and secrets, while making you hungry for some good ol' Mickey D's.



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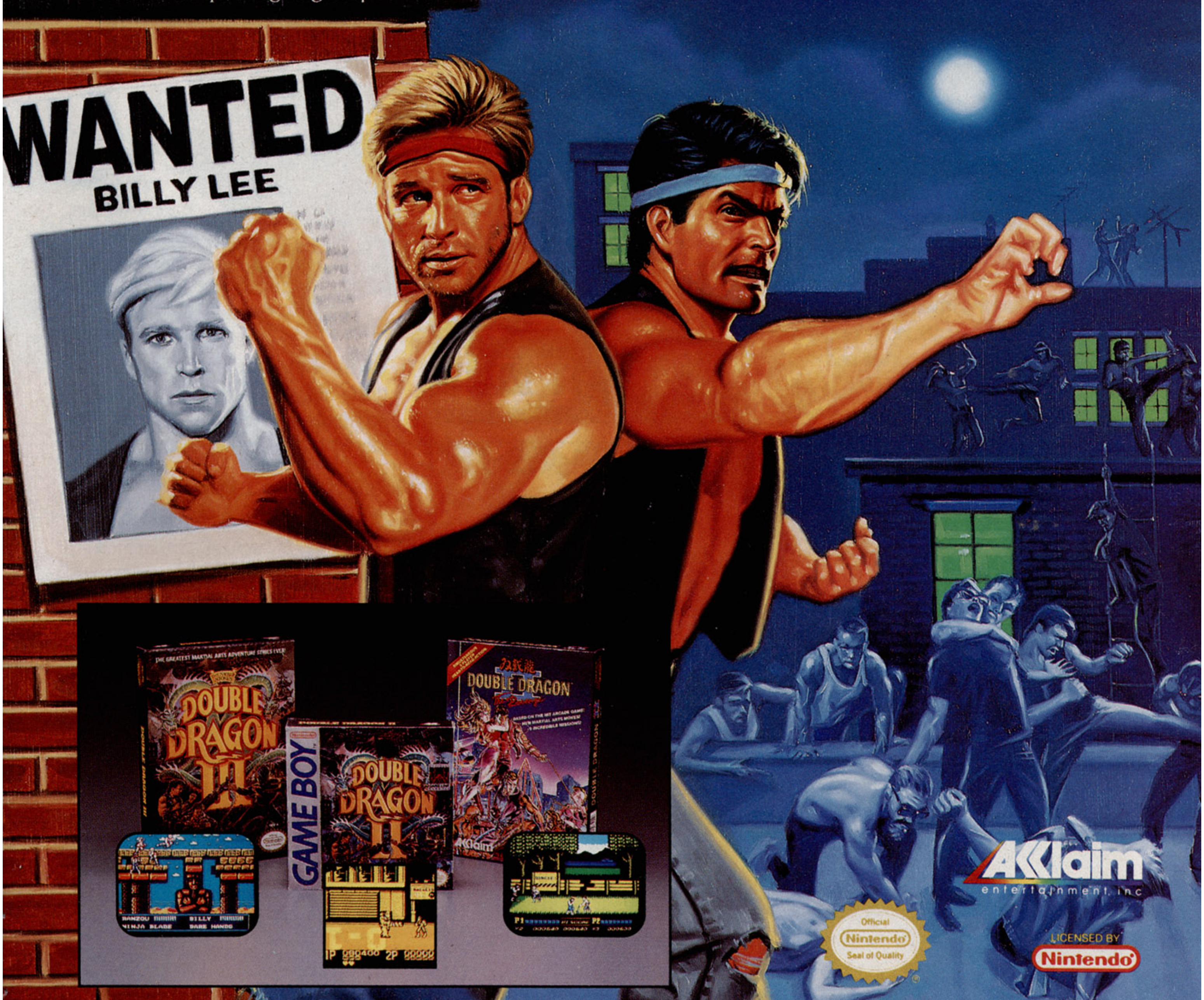
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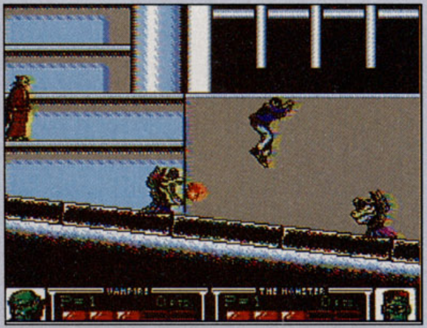
NINTENDO PRO REVIEW

MONSTER IN MY POCKET

By Riff-Raff

Ever wondered what it would be like to be a monster the size of a mouse? Konami's latest is a pint-sized cart that shows you. A freak volcanic eruption cut the monsters – good and bad – down to size and now they're stuck in the heart of Los Angeles. The good ghouls, led by the Vampire and the Monster, have stowed away in the jacket pocket of a teenager named Jack. Get it? Monster In My Pocket!



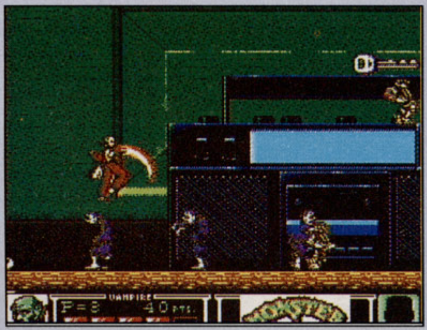
The Vampire and the Monster are little guys with big troubles.

Based on the popular "Monster In My Pocket" toy line, this Konami action title with arcade-style gameplay pits one or two players against a clan of bad ghouls led by Warlock. The action is vertically and horizontally scrolling hack-n-slash with five stages, each with a boss, and a sixth stage where you battle each tiny boss terror one more time.

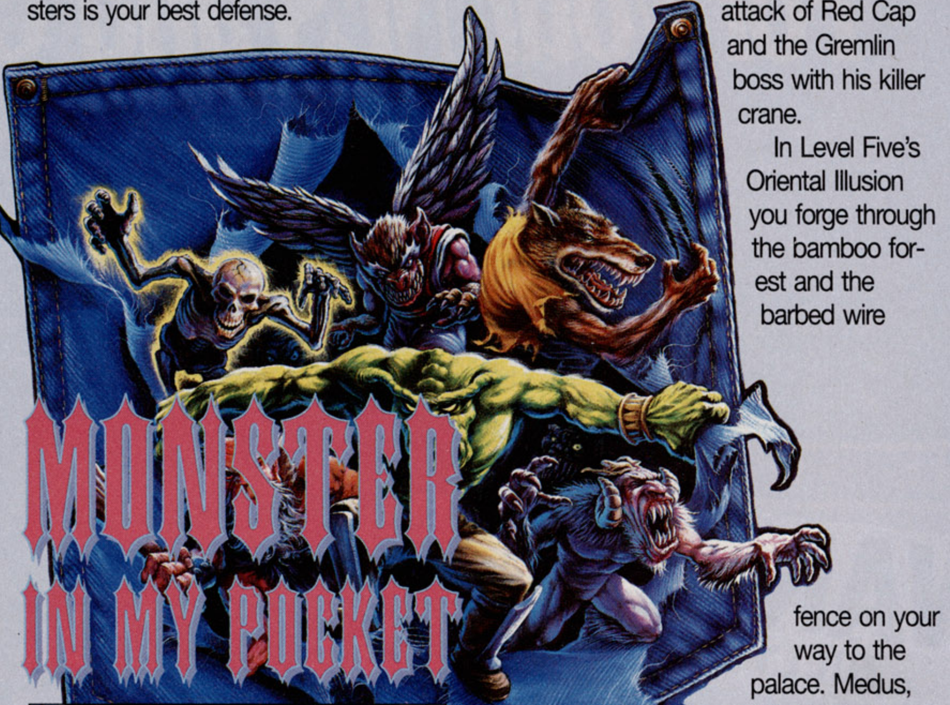
PROTIP: In Two Player mode you're both onscreen at the same time. If one player runs out of lives he can always steal some from the other player by hitting Button A when all of his lives are gone.

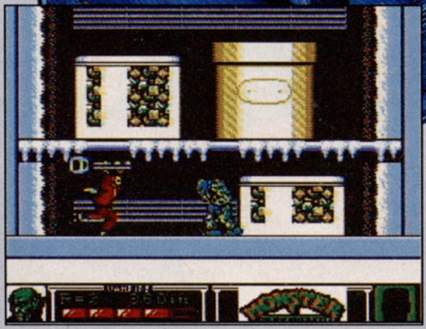
Monster Mash

The action here is straight-up. The Vampire and the Monster each have their own unique hack-n-slash techniques, but if you find you need more help in a world of human-sized hazards you can grab Keys and Bolts. These puny items may not sound too threatening, but snagging them and hurling them at the other mini-monsters is your best defense.



The Vampire swings a mean slash.





PROTIP: Find a Key or a Bolt, it works much better than your regular attack!

House Party

You begin your adventure in Jack's house as you hop down the staircase into the living room. In Stage One, Monster in my House, you'll face phantoms on the bookshelf and flying foes on the stairs.

PROTIP: To give yourself an extra boost, press Button A at the top of your jump.

PROTIP: Stage One's boss, Spring Heeled Jack, is no problem if you just slash his knives instead of dodging them.

Next, you run into Big Trouble in the Kitchen, Stage Two, where you'll face everything including the kitchen sink. Make it to the freezer and Bigfoot will try to freeze you and squeeze you.

In Stage Three, Crisis From Underground, you drop down a manhole into the sewer. Stay at least an arm's length from Boss Kraken's tentacles.

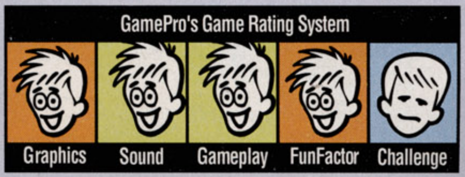
It's a Towering Catastrophe in Stage Four as you climb steel girders while avoiding the sliding attack of Red Cap and the Gremlin boss with his killer crane.

In Level Five's Oriental Illusion you forge through the bamboo forest and the barbed wire fence on your way to the palace. Medus, Stage Five's boss, will attempt to turn you into chop suey.

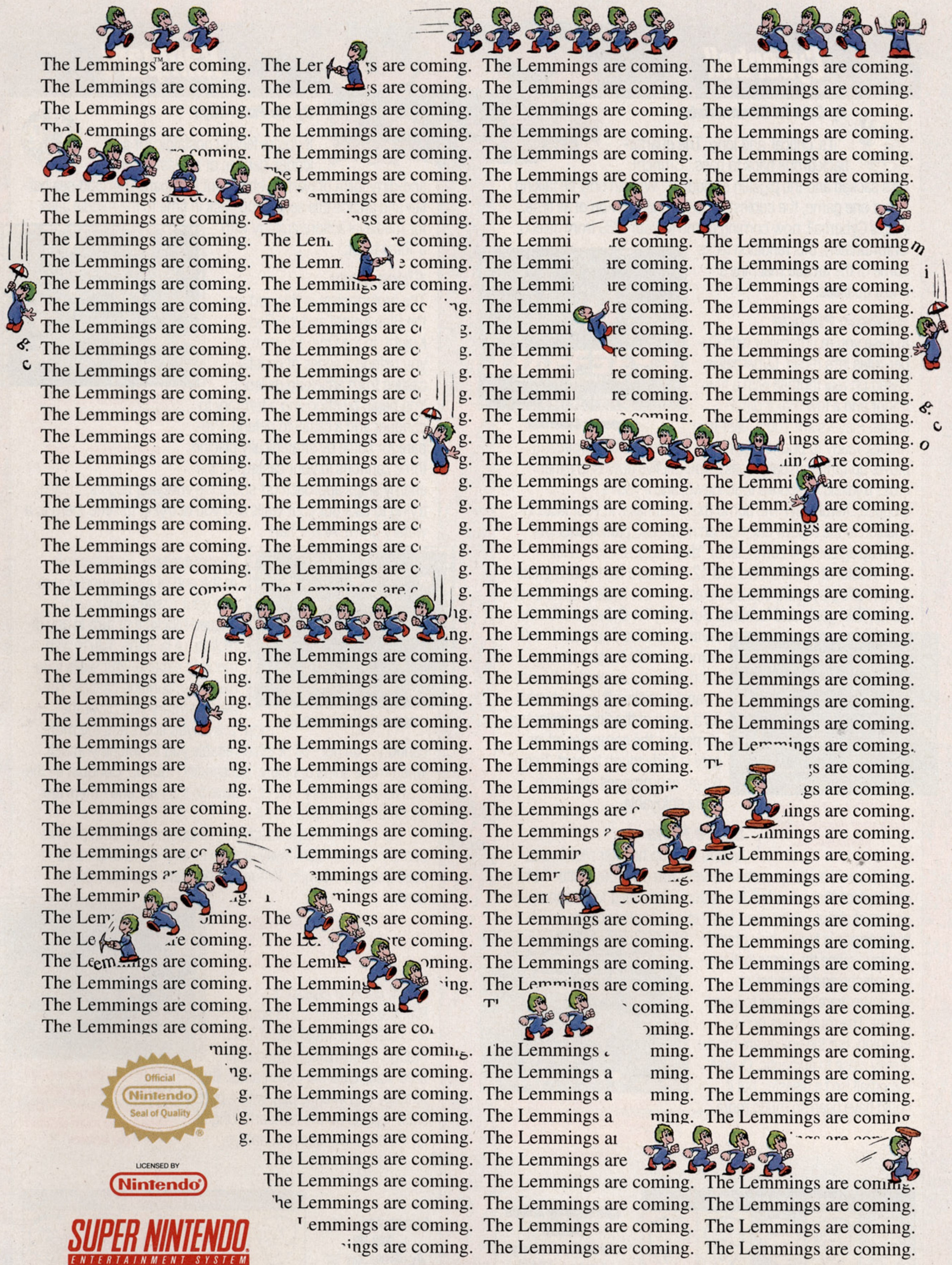
Stage Six is a rematch versus all the boss monsters you've already defeated. Beat them again and you're ready for the Last Battle at Monster Mountain against Warlock.

Good Things in a Small Package

Monster In My Pocket is more than just the NES companion to a popular toy product. Despite a fair amount of flicker when too many monsters do the mash on the screen at once, the graphics are solid, including some nice animation of the Vampire and the Monster. Gameplay is fairly simple, but this cart is fun. If you're a tiny titan or you just have a monstrous bent, you might put this Monster in your pocket.



Monster in My Pocket by Konami, Price Not Available, Available Now, 2 megs


The Lemmings™ are coming.
The Lemmings are coming.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

SUNSOFT SUNSOFT SUNSOFT SUNSOFT SUNSOFT

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NINTENDO PRO REVIEW

Cyberball

By Colorful Commentator

"It's 'critical' and long. The quarterback drops back to pass...Crunch! He's sacked and the pigskin explodes!" We can only be talking about one game, the coolest robo-football coin-op of all time, Atari's Cyberball, now coming home to your NES from Jaleco. Unfortunately, this rendition lacks some of the arcade machine's finest qualities.

CYBERBALL™
PRESENTED BY JALECO
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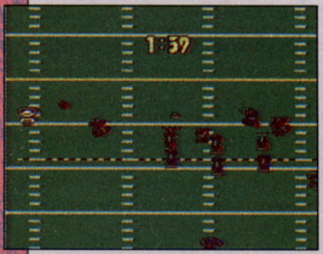
Heeeere's Cyberball!

Ballistic Pigskin

In case you're unfamiliar with Cyber-rules let's recap. Cyberball is based on real football with a few minor and a few major differences. Players are 100% cast-iron robots, ready to pound each other's circuits until something blows up (and it usually does). You get five downs to either cross midfield or score a touchdown, and if you're stopped...kerblooey! The bomb (ball) detonates in your face! In addition to the regular one-human mode two participants can team up against the computer or "duel" against each other.

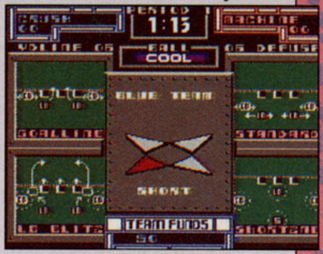
A total of 10 offensive and 12 defensive formations grace Cyberball's playbook. You can execute most basic plays except punts, field goals and fumbles. But sadly for Cyberfanatics the controls are too haphazard, and sometimes it's tough to even hand off to a runner (the defense invariably picks off your laterals). As a result of the finger-pretzeling gameplay, the computer adversary is fairly tough to beat. Two-player scrimmages are much more enjoyable.



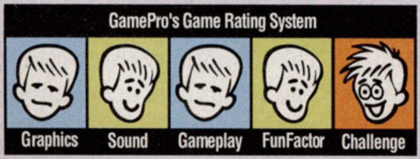
PROTIP: Lead receivers with your passes to avoid interceptions.

Spare Parts

As you rack up hit after metal-rending hit, you'll build up cash reserves. You can't buy better 'bots, just replace the wounded. No option is provided for season play, so forget about a long-term team effort. Another crack in Cyberball's armor is the archaic graphic display - since the bomb/ball never bounces and there are no shadows there's no way to judge height. The music gets nerve-twinging, but the voices are moderately close to authentic. Overall Cyberball isn't a disaster, but it could have been so much more.



PROTIP: Choose Linebacker Blitz for approximately a 90% chance at sacking the computer QB.



Cyberball by Jaleco
$49.95
Available January
1 meg + MMC3

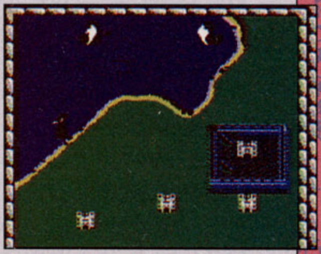
Rampart

By the Pizza Guys

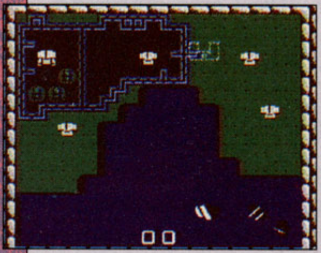
If you're feeling nostalgic for a kinder, gentler, or at least down-and-dirty form of warfare check out Rampart. This land-sea battler and arcade title sends you back in time to the middle ages for medieval action/strategy with a Tetris twist.

Ships Ahoy

The protagonists in this cart are the Blue Knight and the Red Knight. In the One- Player mode you defend a series of coastal castles from attacking galleons. You begin by choosing a territory to conquer and a castle to defend. Prepare for battle by strategically placing three cannons in your castle. As the enemy ships approach off-shore the volleying begins. They're trying to take out your walls and you're trying to send them to a watery grave. Ar har har!



PROTIP: Watch out for ships nearing the shore - they're trying to land infantry to overrun your castles.



Stake out your territory.

Cannonball Sandwich

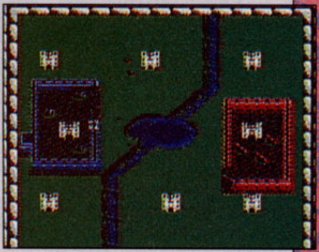
At the end of each round you repair your castle's walls with shaped blocks that turn in any direction - à la Tetris. You're also trying to expand your walls to include surrounding castles. The more territory you cover the more points you score and the more cannons you get - all of which enable you to defend yourself when more ships appear in succeeding rounds. Conquer all the castles in a territory and you move to the next one - there are six different territories in all.

In the Two-Player mode you're landlocked. Both players occupy castles, blast away at each others' walls, and make repairs between rounds. Whoever conquers the most castles wins.

PROTIP: "Lead" ships with a volley of shots in front of the bow. They'll cruise right into it.

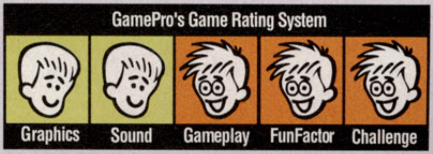
Post Battle Report

Rampart's graphics and sound are nothing to shout about, even though a surprisingly good digitized voice calls out commands. But strategy and intense play with a puzzle twist kept us on the ramparts long after we'd run out of sea chanteys.



PROTIP: Scatter your shots in the Two-Player game. The more widespread the damage, the more difficult the repairs.

Rampart by Jaleco
$49.99
Available Jan '92



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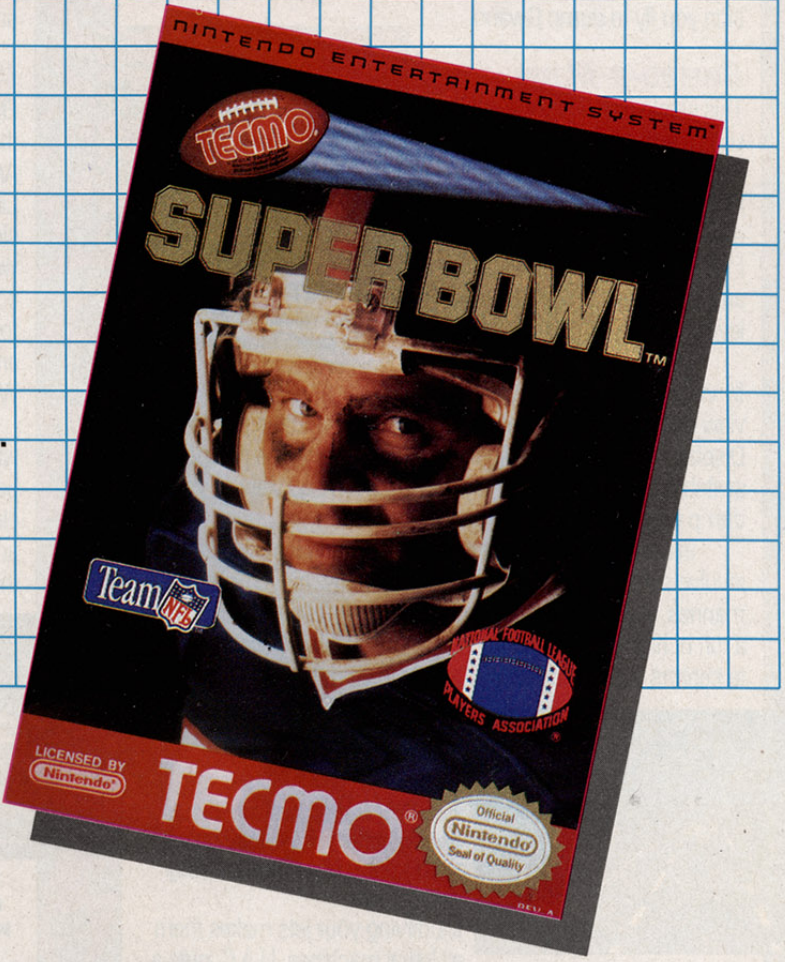
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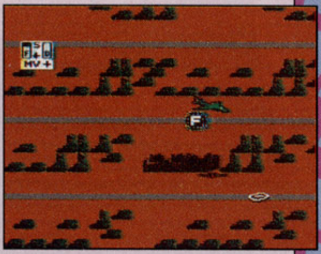
Ultimate Air Combat

By Skywalker

General Luigi Don Gwano plans to enslave the Free World by seizing all of the Middle East's oil fields. In Ultimate Air Combat by Activision you fly to dump Gwano.

Gwano-a-Mano

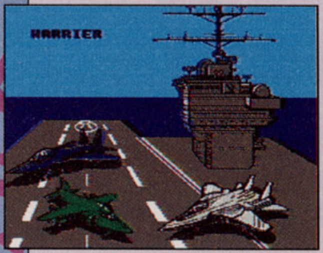
This single player flight simulator uses sharp graphics, intense challenge, and great gameplay to keep you on the edge of your seat. You pilot three jet aircraft: an F14 Tomcat, an AV-8 Harrier, and an F18 Hornet through seven difficult levels to Gwano's hidden base.



PROTIP: Grabbing Bonus Balloons, which appear after you hit a target, enhances weapons or aircraft repairs later.

On the way to your targets you fly via a forward-looking, first-person view out the cockpit. Use your radar screen and the Heads-Up Display in a dizzying dogfight. At the target site, the perspective switches to an impressive-looking 3/4 overhead view as you dump your bombs and outfly enemy aircraft.

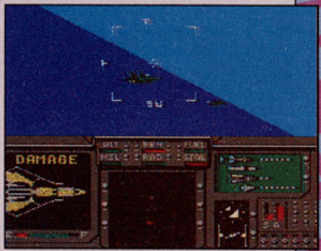
In each level you must fly four different missions, which involve demolishing communication centers, hidden labs, submarines, and even mobile Scud launchers. Gwano's forces toss a ton of high-tech hardware at you: rocketships, helicopters, interceptors, missile launchers, and anti-aircraft weapons. Complete a mission and you can upgrade your aircraft; if you're dusted you lose a jet.



PROTIP: The AV-8 Harrier can hover, but it can also lose altitude and crash during dogfights. Be careful.

PROTIP: Drop chaffs to decoy enemy missiles or shoot them with your cannon before they reach you .

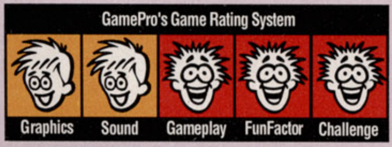
Modifying your jets makes them all lethal machines. U.A.C. puts a wealth of weapons at your command. You can arm your aircraft with 14 weapons, which range from a cannon with unlimited ammo, Sidewinders, and Sparrow Missiles for air-to-air combat to an Air-to-Ground Laser, Rockeye TV-guided bombs, and Harpoon Ground Missiles for land-based targets. Your payload is limited so choose wisely.



PROTIP: Listen to your co-pilot, he warns you of incoming missiles.

For Scud Studs

This intense and fun combat cart will push your video flying skills to the max. Ultimate Air Combat? They aren't kidding.



Ultimate Air Combat
by Activision
Price not available
Available Feb. '92
4 megs

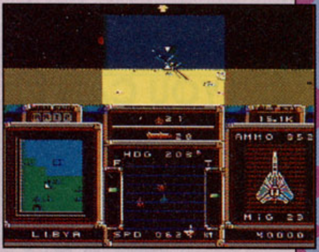
F-15 Strike Eagle

By Skywalker

Do you dream of slicing through the vapor trails of a MiG or knocking out some Scuds? Gas up F-15 Strike Eagle by MicroProse and let's get it on!

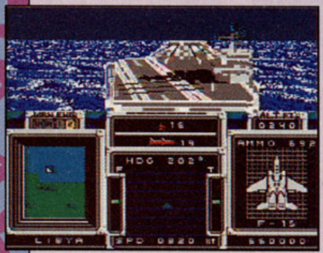
Where Eagles Dare

Fly a supersonic F-15 Strike Eagle through seven challenging Sortie Areas over video versions of Libya, Kuwait, and Iraq. Your mission is to take out enemy weapons, air fields, bridges, and command centers. You can fly solo or for an added challenge team up with another flier in one jet as Pilot and Weapons Officer.



PROTIP: Listen for warnings of incoming missiles or planes. Use your control panel radar to determine if you need to drop a decoy to fool an incoming missile.

You pilot the F-15 from a forward-looking, first person perspective. A control panel in the bottom half of the screen features a full array of readouts including two Missile Warning Sensors, a Sortie Area Radar Map, and a Target I.D. Screen. The graphics won't knock you out, but they get you through your missions.

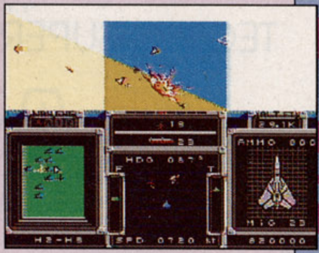


PROTIP: To earn fairly easy points towards a promotion, refly the last area you completed .

'Raq Up the Points

Armed with a cannon and missiles, you pull loops, rolls, and high-speed turns over the Middle East on your way to take out primary and secondary targets. Enroute you can shoot down enemy planes and bomb Oil Rigs, SAM (Surface to Air Missile) Sites, and Airbases. Nailing targets enables you to score points towards a promotion through seven ranks from Airman to General. High scores in a single sortie win medals.

As you gain combat experience you move up through four skill levels. At the top levels, Combat Pilot and Ace, you receive better weapons and gain more control over your aircraft — but you have to shoot straighter and fly better, too.

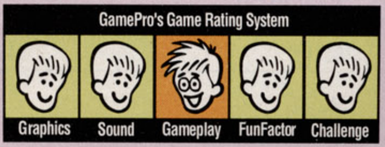


PROTIP: If you can, use your cannon to shoot down planes and save your missiles for larger targets.

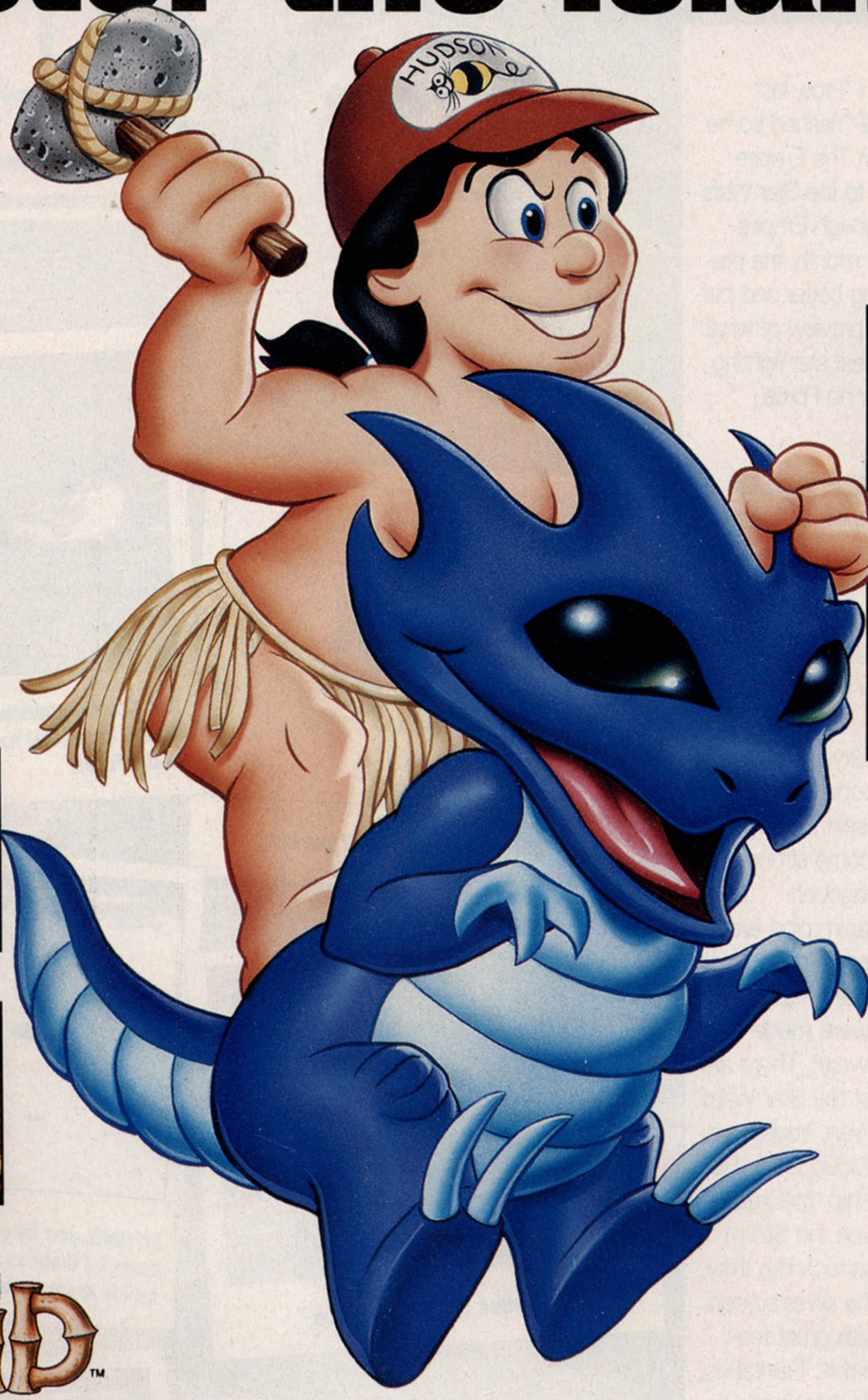
Chair Force

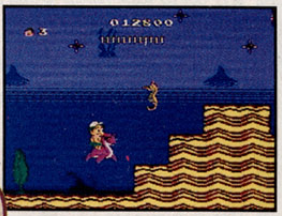
F-15 Strike Eagle is basic video jet combat fare that offers quality flight time for any NES jet jockey. Let your fingers do the flyin'!

F-15 Strike Eagle
by MicroProse
$49.95
Available now
4 megs

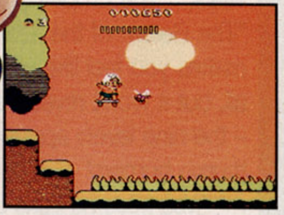


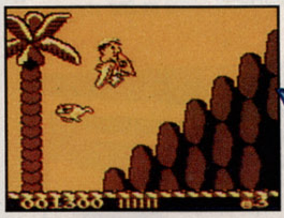
Master the Islands!



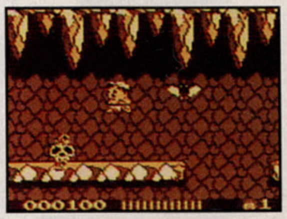


GAME BOY
ADVENTURE ISLAND





HUDSON SOFT
ADVENTURE ISLAND II



ADVENTURE ISLAND™

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OFFICIAL GAME BOY GAME PAK

Princess Tina is lost and only Master Higgins can find her! Go thrashin' on your skateboard or ride powerful dinosaur steeds as you search through 8 wild and uncharted islands. You'll face poisonous spiders, spitting cobras and a host of guardian monsters that are just waiting for an intruder to snack on! Take off on the adventure of a lifetime in these action-packed games for the NES and Game Boy!

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- Spectacular graphics and excellent game play highlight the action!

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STAR
THE
MPIRE
RIKES BACK
WARS
TM

By Slo Mo

Yes, faithful 'Pros, last October GP flashed some screens from The Empire Strikes Back as a trailer to the Star Wars Pro Review. But even though Empire isn't due out for another month, the prelim carts just keep getting better and better! Here's a full-fledged preview of what looks to be one of the best star-fighting NES carts yet – Force or no Force.

Battle the Empire

Did you ever want to BE in the Star Wars big screen adventures – "Star Wars," "The Empire Strikes Back," and "The Return of the Jedi"? This cart makes you feel like you're a part of it all, but it won't reveal its charms easily – the nine levels appear to be serious thumb burners!

You become Luke Skywalker as you battle Imperial Storm Troopers on Hoth the Ice Planet and in Bespin the Cloud City. Yoda helps you become strong with the Force on swampy Dagobah.

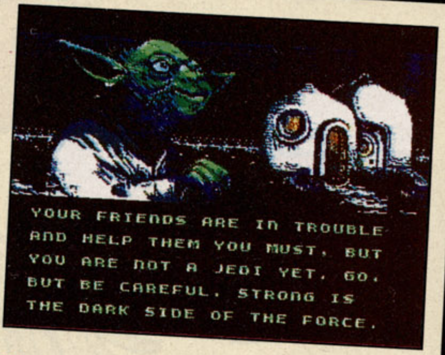
The graphics and animation are out of this world! They're so superior to those in the Star Wars cart that you wonder if both games were made by the same people (they were). There are great digitized images of the Star Wars crew – Han, Leia, Obi-Wan, Yoda, and Lord Darth Vader. The Cloud Cars, Boba Fett's Slave I spaceship, the Imperial Probe Droids, and even the Storm Troopers' snow uniforms look like they were lifted straight off the silver screen.

Empire's packed with great features. On Hoth you can ride Tauntauns, dismount to explore, and hop back on to continue your ride. You pilot a Snow-speeder, an X-Wing fighter, and an Imperial AT-ST Walker. You even develop eight Force Powers including Levitation, Healing, and Mind Control.

Doing Justice to the Jedi

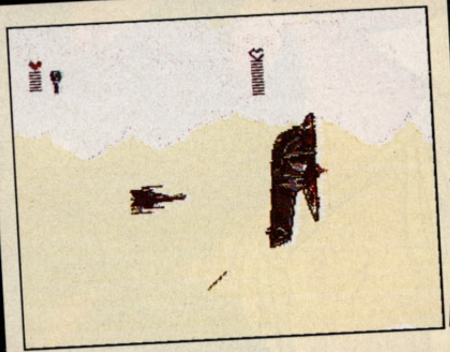
There doesn't look to be any Dark Side in this cart. The Force will be with you soon.

Episode V: The Empire Strikes Back by JVC, Available March '92, 4 megs

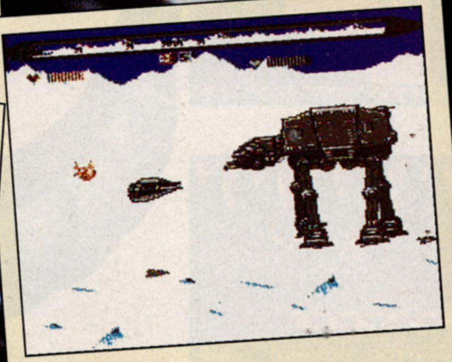


YOUR FRIENDS ARE IN TROUBLE AND HELP THEM YOU MUST, BUT YOU ARE NOT A JEDI YET. GO, BUT BE CAREFUL. STRONG IS THE DARK SIDE OF THE FORCE.

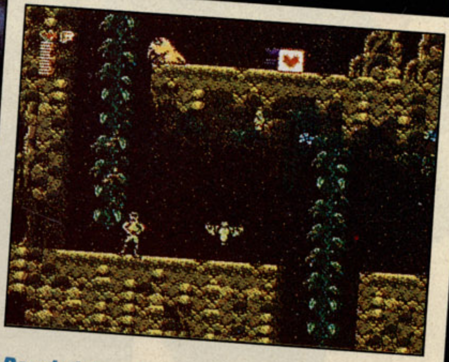
The story sequences between levels look sharp! Here Yoda instructs Luke in the ways of the Force.



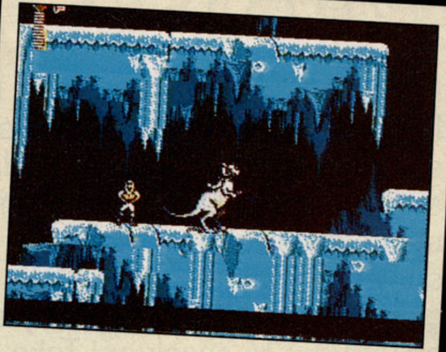
Destroy Boba Fett's Slave I - if you can!



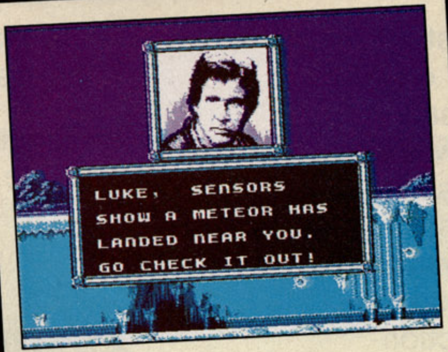
On Hoth, you fly your Snowspeeder against Imperial Walkers, but get shot down and you tackle them on foot!



Dagobah is a dark and creepy place.



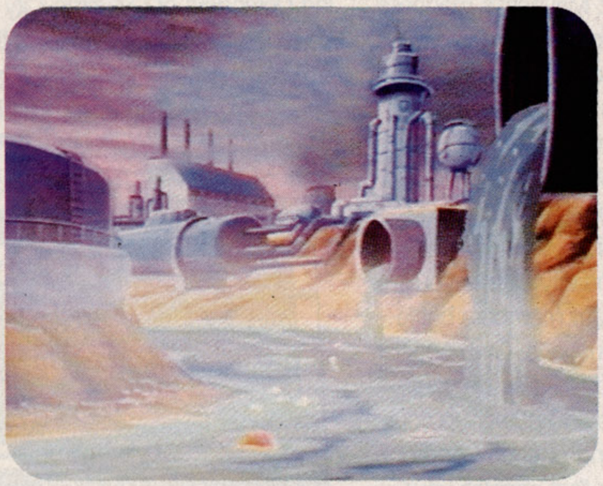
Luke must ride this Tauntaun to find his Lightsaber.

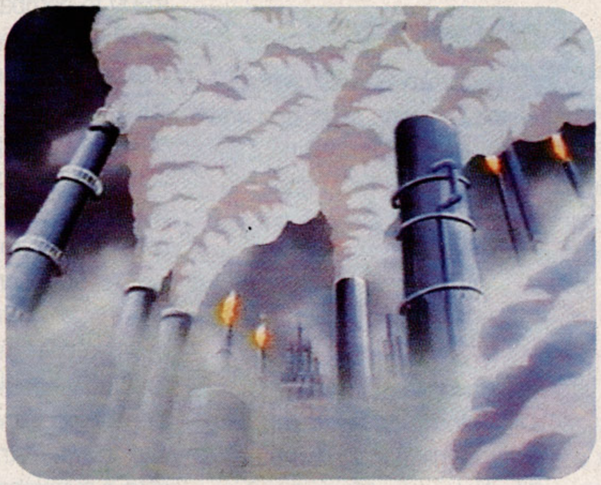


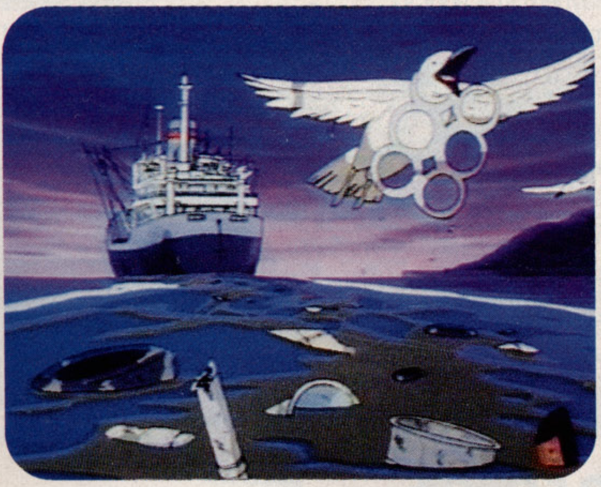
LUKE, SENSORS SHOW A METEOR HAS LANDED NEAR YOU. GO CHECK IT OUT!

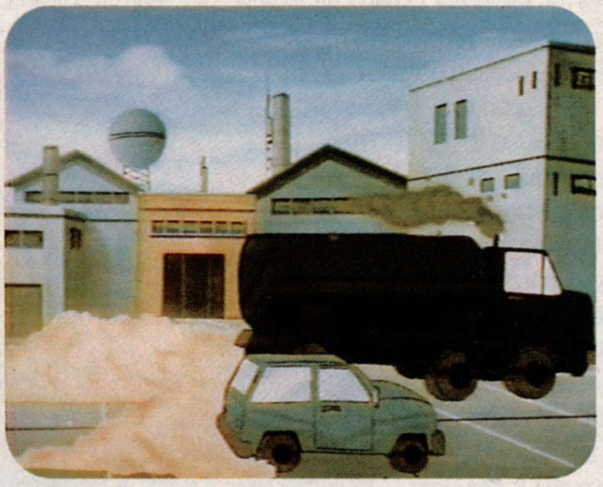
Starring Harrison Ford as Han Solo.

© 1991 LucasFilm









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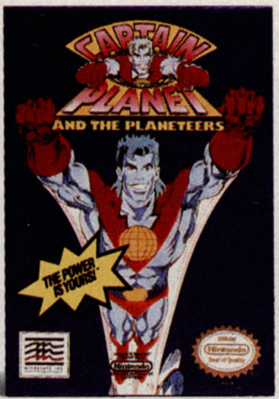

Available for NES.

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Defenders of Dynatron City

By Speedy Buns

Lucasfilm Games created the Dynatron saga, and now they're creating a game, Defenders of Dynatron City, that brings the saga to the NES. Here's a sneak preview of the cart.

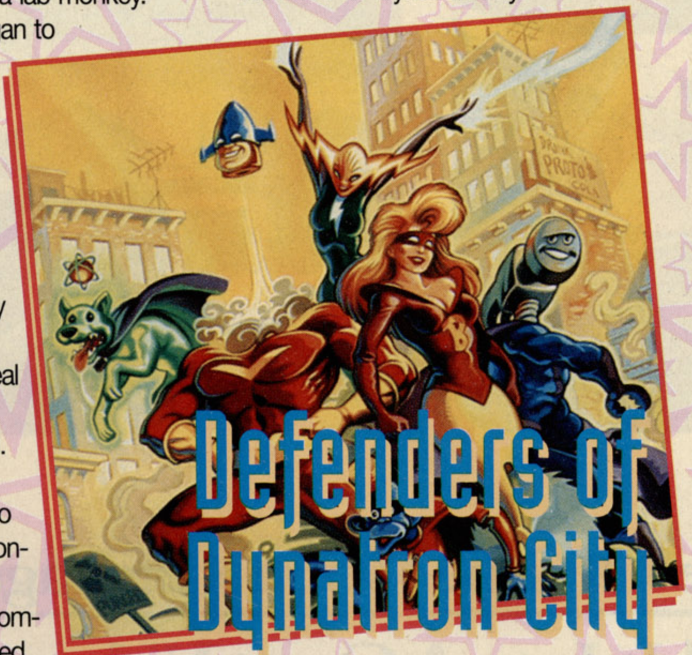
Dynatron City – Better Living through Mutation

It all began when Professor Myron built the world's first atomic-powered soft drink company to make Proto-Cola in Dynatron City. Not content to rest on his laurels the Professor created an atomic syrup and tested it on a lab monkey. When the monkey began to talk, the excited Professor decided to dose himself with the nuclear nectar. Unfortunately, the atomic syrup exaggerates whatever characteristics the imbiber already possesses – and the Doctor turned into a real jerk, a super villain known as Dr. Mayhem.

In the meantime, Mr. Monkey turned into super crime fighter Monkey Kid, and with his trusty supply of the atomic potion he transformed Wendy Weedwacker, Proto-Cola plant worker, into Buzzsaw Girl. A splash of the atomic syrup landed on the toolbench and, voila, Toolbox, another mutant crime fighter. A few more splashes of the radioactive juice and three more superhuman heroes – Jet Headstrong, Ms. Megawatt, and Radium Dog – were ready to combat Dr. Mayhem's madness.

Here's where you come in. Command four of the atomic superheroes, each with their own unique superpower ability, in a one-player, five Chapter action/adventure quest to stop the mad doctor and his multiple mutants who overrun Dynatron City.

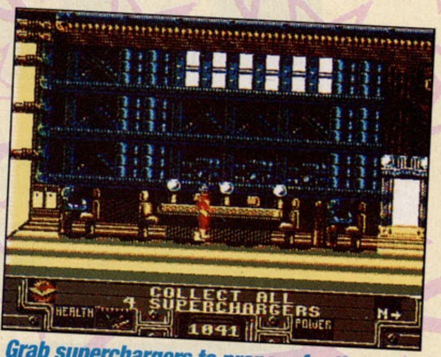
As you roam the city streets you'll find that different team members battle better in different situations. Grab special items that enable you to activate your team's superpowers and power-up your characters. At the end of each Chapter grab a supercharger that enables your team to battle Dr. Mayhem in a fight to the finish for Dynatron City.



Defender's First

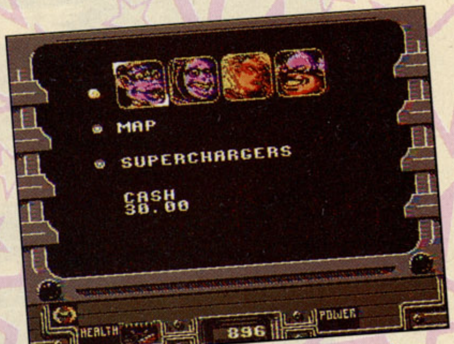
Defenders of Dynatron City is next in a series of unique games based on several Lucasfilm properties (i.e. Star Wars and the Empire Strikes Back) on its way from Lucasfilm Games. We'll have an in-depth review when the game is a little closer to completion! And don't miss the upcoming Defenders of Dynatron City animated cartoon special (see ProNews this issue).

Defenders of Dynatron City
by Lucasfilm Games, $38.95
Available March 1992, 2 megs



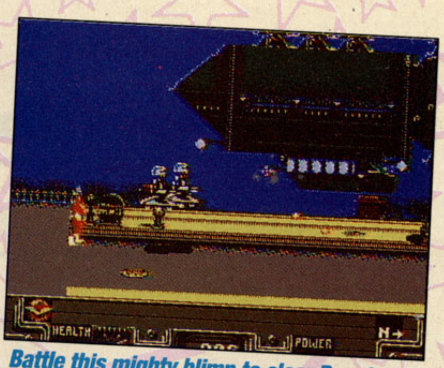
COLLECT ALL 4 SUPERCHARGERS

Grab superchargers to prepare for the final battle with Dr. Mayhem.

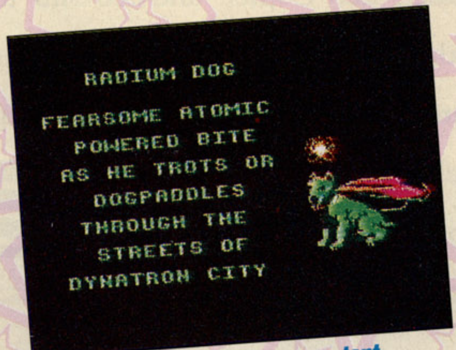


MAP
SUPERCHARGERS
CASH 30.00

Choose between four different mutant superheroes.

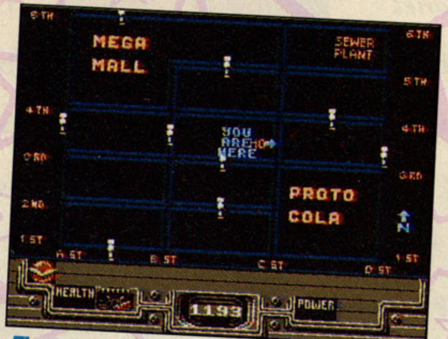


Battle this mighty blimp to clear Dynatron City's streets of evil.

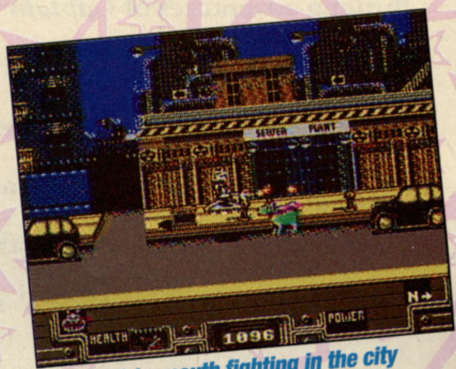


RADIUM DOG
FEARSOME ATOMIC POWERED BITE AS HE TROTS OR DOGPADDLES THROUGH THE STREETS OF DYNATRON CITY

Radium Dog is a cool canine mutant.



The map shows what danger lies ahead of you in the streets of Dynatron City.



It's hand-to-mouth fighting in the city streets.

The Best Is Yet To Come.
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Nintendo

Tee it up this Spring with Tradewest! JACK NICKLAUS GOLF for the Super NES improves upon the popular Accolade "Greatest 18 Holes of Golf" by allowing you to design an unlimited number of courses to play. You'll experience an incredibly realistic feel of the course via the enhanced digitized graphics. One to four players can compete on beginner to expert levels, and a password feature lets you take a break at the turn. The Game Boy version will pack many of the same great features, and both games will be available this Spring — so why not wait for the best?

TRADEWEST

Tradewest, Inc.
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Corsicana, Texas 75110

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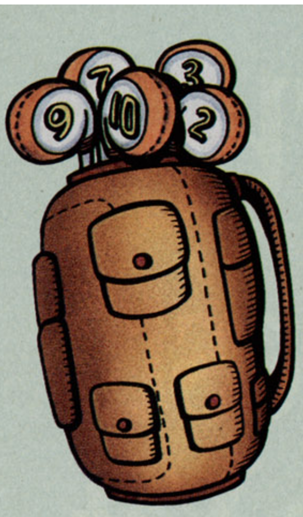


Big Hitters, Hackers, and Sandbaggers

Golf? In February? It's tee time any time with video golf games. Here are seven video golf carts for the SNES, the NES, the Game Gear, and the Lynx that will bring a mean 18 to any screen.

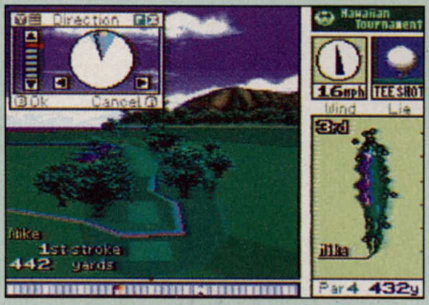
True Golf Classics: Waialae Country Club

By Slo Mo

Get out your jams and shades! Now you can fly your SNES to Waialae Country Club (home of the Hawaiian Open) on Oahu, Hawaii for true-to-life golf action courtesy of T&E Soft.

Tropical Golf

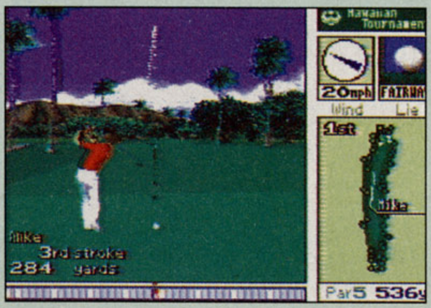
You can only play the 18 at Waialae CC, but a nicer looking video course you'll never find. According to T&E Soft this is the real thing! As you scan the holes there are some clean postcard shots of Diamond Head and the crystal blue Pacific Ocean. No fair! Overall, the cart features good SNES graphics.



Lucky T&E actually visited Hawaii to capture these awesome scenes.

One to four players can go at a time, and the cart automatically records 10 individual records and course records. You can play Stroke or Match or enter a Tournament against 48 other pros, and you can set handicaps.

The gameplay is simple and allows precise hitting. The windows and meters in the hitting screen are nicely arranged and enable you adjust the direction of your shot, the power in your swing, your stance to add draw or fade, and the point where your club makes contact with the ball to produce topspin or backspin. You get a behind the back, full body view of your golfer with wind direction, lie, shot angle, distance from hole info, and an overhead view of the hole including your location. Waialae uses a dancing-dot hitting scheme, which requires three button presses.



The Shot Path option helps master the tricky winds of Waialae.

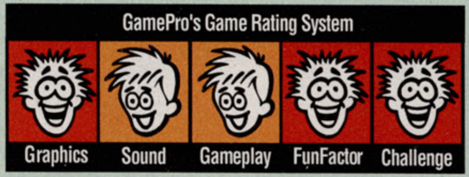
PROTIP: Always double check the computer's club selection. It doesn't account for wind, only distance.

There's a nice array of options. You can display a dotted line trail to mark your shot trajectory. Fly-by a hole prior to play. You can pick four caddies, who appear in person with advice.

PROTIP: Win a trip to Hawaii! There's an entry form with the cart, but you can also enter by sending your name, address, age, and phone number on a 3 by 5-inch postcard to True Golf Classics Sweepstakes, 842 Folsom St., #178 San Francisco, CA 94107.

Aloha!

True Golf Classics: Waialae Country Club is a primo golf cart. You get a solid, great-looking game of golf with an excellent selection of options. And real purists can fine-tune their strokes to death. All this and Hawaii, too!



True Golf Classics: Waialae Country Club by T&E Software, $69.95
Available now, 8 megs

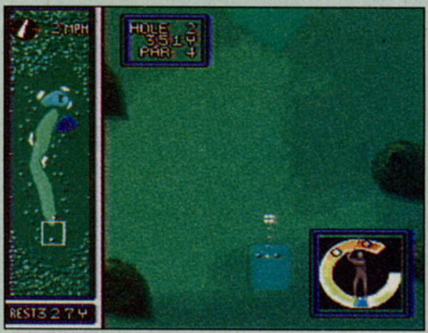
Hole-In-One Golf

By Colorful Commentator

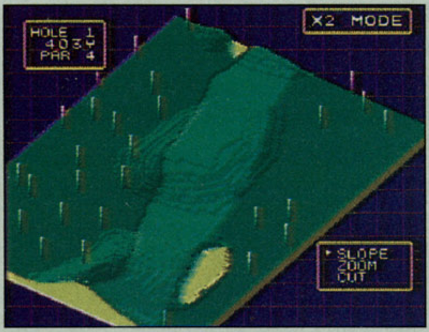
Many of you overseas sports buffs have been pinging away for more info on Jumbo Osaki's Hole-in-One Golf for the Super Famicom ever since we ProSpected it back in July. Well, fellow duffers, it's here, it's awesome, and it's from Hal for the SNES. Mr. Osaki, however, didn't make the trip across the Big Pond.

Tournament of HAL

Before we dig into gameplay, let's talk graphics. They're positively gorgeous! Rarely does a 16-bit sports cart look so sweet, especially a links title. Hal spares no expense to bring us micro-detailed fly-by pix of the course, including a layout of peaks and valleys with amazingly realistic shading. You can even choose individual sections of the map, cut them away and scale in for a close-up! Especially breath-taking are the dramatic zooms during putts.



The hit screens' clean, and the strokes are smooth.



The high-tech topographic look at the hole.

Up to four players can tee it up for a tournament in Stroke Play (normal golf scoring) or Match Play (win individual holes). Practice and exhibition modes are also available. Unfortunately, only one 18-hole course is provided. Finally, you can challenge the Hal pro, and if you beat him you'll earn a set of sterling-silver woods and a password.

PROTIP: Enter "METAL PLAY" as your name to use Hal's extra-long clubs.

Although Hal's cart looks like a winner, it doesn't always play like one. The swing interface is somewhat erratic and frustrating during mid-range strokes. Putts are also cumbersome in certain situations. Finally, you can't determine distances to any spot on the course except the flag.

PROTIP: To putt just push A twice instead of three times.

A Chip Shot

If you're looking for a solid links game for your SNES, Hole-in-One is a safe bet. However, because of the difficult swing mechanics, it qualifies as a pro challenger but not a sudden-death grand champion.

GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Hole-in-One Golf by Hal America
$59.95, Available now, 8 megs

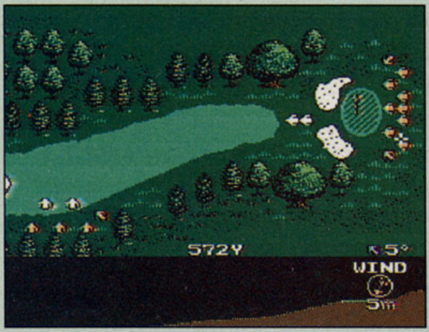
Golf Grand Slam

By Slo Mo

Golf Grand Slam by Atlus doesn't waste your precious NES playing time by messing around in a club house, dishing out ditzy advice, or flashing glitzy ball-in-flight shots. Instead, you immediately get down to great, no-nonsense, overhead view NES golf.

Championship Golf

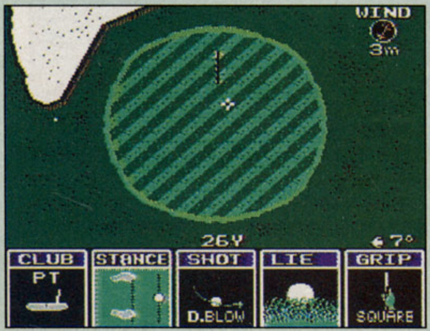
One to four players can hit the links as a foursome or in a tournament versus 30 video pros. You only play one nicely detailed course, which looks suspiciously like Augusta National.



Zoom anywhere on the course.

PROTIP: Having trouble breaking into the top 10? Try ADAEGD, the rest is up to you.

This cart's packed with terrific hitting options. You can choose from four sets of clubs and set them to four power levels. Hitting the ball is easy but it still produces complex strokes. Five windows enable you to quickly adjust your stance, position the ball (even when you aren't teeing off), adjust the height of a teed-up ball, select four types of swings, use three grips, and see your lie close-up.



Make five adjustments to your shots easily.

To wack the ball, you watch a tiny dot dance spastically across a golf ball graphic. When the dot wiggles to the spot you want, press the hit button.

For direction and accuracy you move a cross-hair to a spot on the fairway or, when you putt, the green. Your hit takes off in that direction. Your club, the

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wind conditions, the lie of the ball, and all the adjustments you make to your swing determine how far the ball travels.

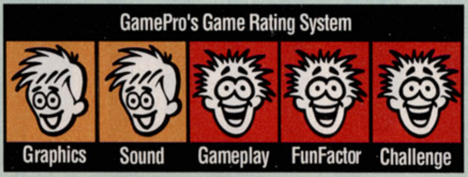
PROTIP: Unless all factors are perfect, you must "stretch-out" the cross-hair to hit the distances you want. If you want 250 yards, move the cross-hair out 350 yards.

On the green the overhead views zoom in and out according to your distance from the hole. Inside 3 yards you actually see the inside of the cup.

PROTIP: When you tee off, watch out for trees near the tee.

No Handicaps

Golf Grand Slam is an excellent golf game, if you don't mind always playing the same course. It mimics real golf to a...err, tee, and golfers of any age or skill level can play together. The music and sounds try hard. A handy password feature distributes a code after every hole (Excellent!). Golf Grand Slam smashes par for the NES.



Golf Grand Slam by Atlus
$49.99, Available now, 2 megs

Greg Norman's Power Golf

By Brother Buzz

Greg Norman's Power Golf by Virgin Games drives an outstanding array of options and features into the NES golf wars. But it takes more than that to put together a sharp game of video golf.

Power Off the Tee

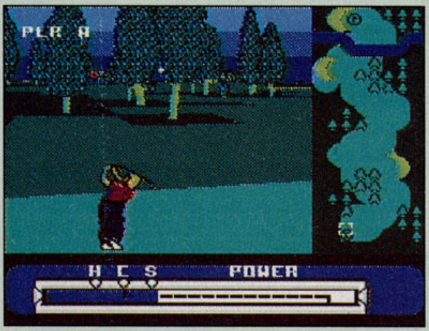
Power Golf showcases an awesome number of features! You get 9 international courses and a user course, which you can build from scratch or create by editing an existing course. One to four people can play. You set handicaps and pick three skill levels. For multiple players there are four types of games including Greensome where two teams play their best-hit balls.

Power Golf's outstanding option is the Design feature where you build or edit holes. You use a point and click personal computer style interface to "drag" eight types of fairways, tees, holes, bunkers, water hazards, and trees into place. A battery-backup system saves home-made courses.

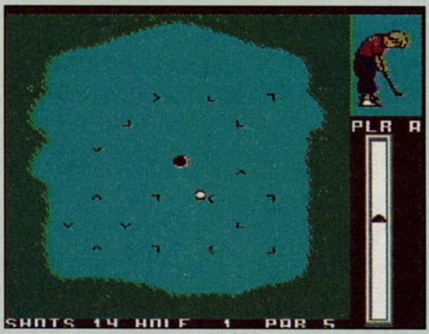
Power Golf's weakest feature is its graphics, which are simple by NES golf standards. There isn't much detail and few hues to the color. On the fairways, you get a typical behind the golfer shot, and next to that is a window with an overhead view, scorecard layout of the entire hole.

PROTIP: Always check the wind gauge. Wind can shift from 30 mph to 3 mph between shots.

Gameplay is simple. Hitting with woods and irons requires two button presses which snap a rubberband-like power bar across two meters for power and hooks, center hits, and slices. The bar's velocity makes strategic hooks and slices a problem, but that's the challenge in real golf, too. The computer automatically picks out the correct club, even in the pro skill level.



Mastering the Power Meter takes finesse.



Putt carefully. These greens are fast!

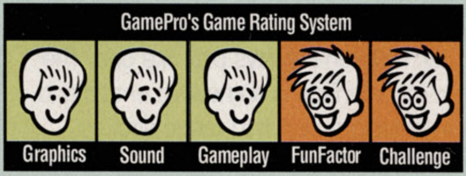
PROTIP: It's usually easy to hit over trees. Hit under the ball to loft it over them.

PROTIP: Since the 1-wood works from the fairway, on long par 5's go for the green on your second shot.

Putting switches to an overhead view of the green. The greens seem small and they're all fast. Heavy-thumbed golfers will have to develop a light touch here.

Take a Drop

All the "power" in Greg Norman's Power Golf obviously went into the outstanding customizing options and the variety of features rather than the graphics or gameplay. If not for that, it would certainly earn a place among the NES golf leaderboard's top five. However, the 9 built-in courses and the course builder guarantee endless hours of decent video golfing for serious NES golf pros with a forgiving eye towards looks.



Greg Norman's Golf Power by Virgin Games
$49.99, Available March '92
1 meg + battery backup

NES Open Tournament Golf

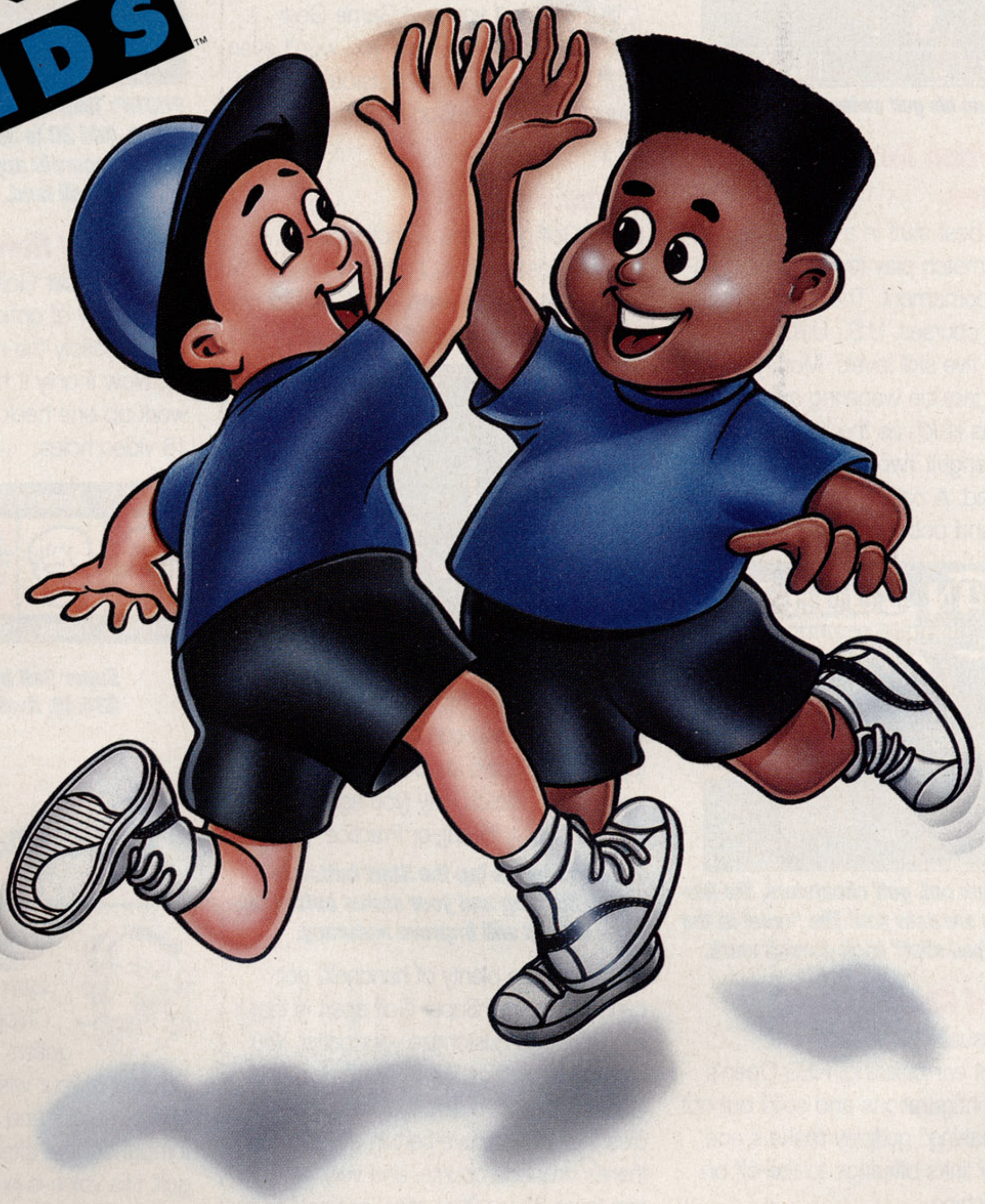
By Colorful Commentator

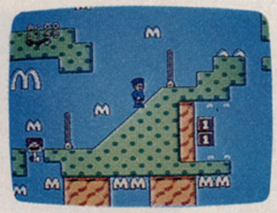
Most video duffers should be familiar with this standard golf interface. You choose from a standard assortment of clubs, adjust for wind, and control swing power, direction, and hooks and slices. NES Open, however, has a few new features and minor fine-tunes. Hit for topspin or back-spin, select swing speed, and adjust shot height. As always, overhead, 3-D, and ball-lie views are available. One quibble is your inability to pinpoint distances to locations other than the pin, as well as the complete lack of yardage measurements on the green.

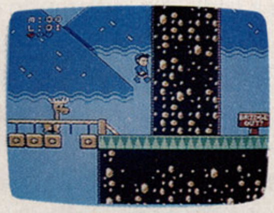
PROTIP: Never use a "fast" swing, it's too erratic. Stick with a "slow" shot.

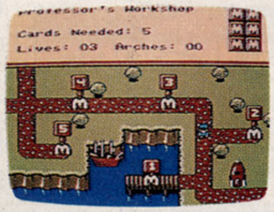
M.C KIDS™

One cool game. Two cool kids.









Professor's Workshop

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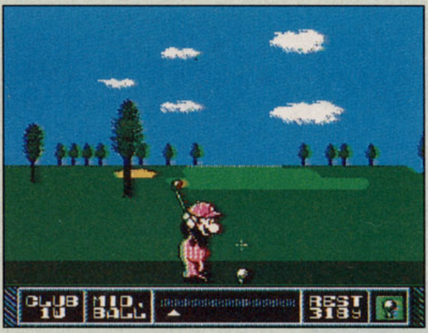
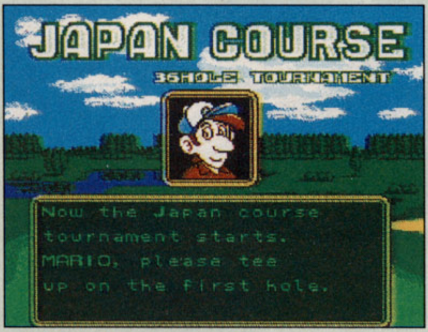


Mario gets into his golf swing.

Competition for Cash and Prizes

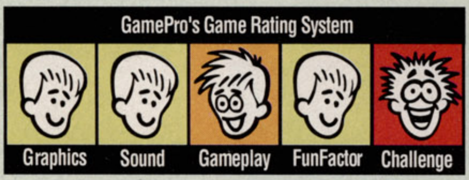
Show your best stuff in a stroke play (regular) or match play (try to win individual holes) tournament. The tourneys cover three courses, U.S., U.K., and Japan, and five skill levels. Money-making options include wagering and isolated competitions (such as the "Longest Drive" challenge). Two players can go head-to-head. A battery back-up saves your stats and position.


JAPAN COURSE
36HOLE TOURNAMENT
Now the Japan course tournament starts. MARIO, please tee up on the first hole.

PROTIP: Watch out, golf cheatsters, the Nintendo police are onto you! The "reset in the middle of a bad shot" trick doesn't work.

Open and Closed Golf

While not visually impressive and definitely not ear-pleasing, NES Open's variety of configurations and solid but not "ground breaking" golfplay make it one of the better links offerings to tee off on an 8-bit machine.



NES Open Tournament Golf
by Nintendo of America
$39.95
2 megs + MMC-1, Battery back-up

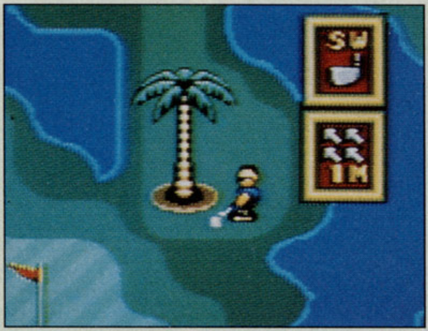
Super Golf

By Fanatic Fan

If you're a Game Gear owner, now you won't even need to go outside to play a round. Sage's Creation has Super Golf for your handheld.

Game Gear Golf

Super Golf gives you 18 holes on a strangely designed, but attractive course (palm trees, lots of water, sand, and islands – whatever happened to long fairways and woods?). You can compete in Stroke Play (up to four players shoot 18 holes for the best score), Match Play (you against the computer or a friend), or Practice.

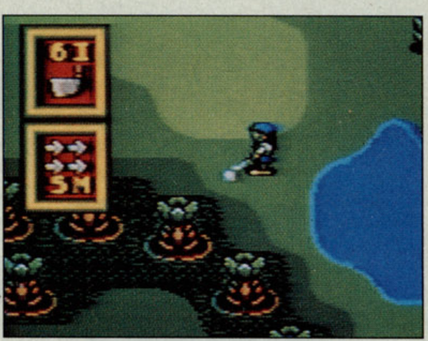


Good golf, weird hazards.

PROTIP: Always tap the Start button to check the map and your status before taking a shot. It will improve accuracy.

There are plenty of handheld golf carts. What sets Super Golf apart is that it allows you to customize your golfer. You can adjust abilities like Power, Luck, and Control. There are also four different caddies that will improve certain abilities. Since there's only one course, and very few factors (such as weather, slice, or hook) to alter your game, the customising option is a great way to improve your score.

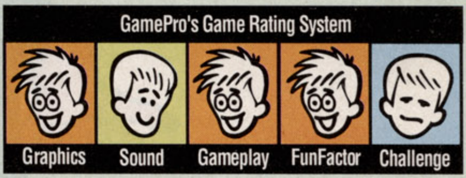
Super Golf isn't without its flaws. The course has an extremely springy surface – expect your ball to bounce much further than on a normal course. And the computer player makes plenty of impossible shots during Match Play – there's nothing worse than a cheating computer.



PROTIP: Take the "bounce" factor into account. Add 20 to 30 yards to your drives to get an accurate approximation of where your ball will land.

The 19th Hole

Overall, Super Golf is a well-made cart with plenty of options and enough realism to satisfy the most experienced duffer. Now if only it had a snack bar – you work up one heck of a thirst even after 18 video holes.

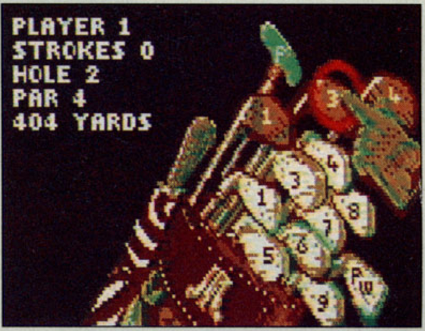


Super Golf by Sage's Creation
$34.45, Available now, 1 meg

Awesome Golf

By Colorful Commentator

Lynx golfers, meet Chipper. Chipper, meet the Lynx golfers. In Awesome Golf Chipper is your wise-cracking caddy who spouts helpful and otherwise comments throughout the afternoon of handheld golf. His voice is probably the clearest digitized sound ever to pipe through a

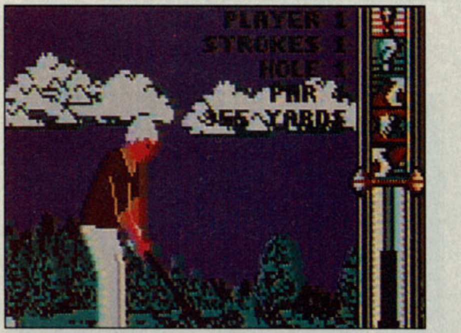


Lynx-sters, pick your club!

pair of portable speakers! Awesome Golf also features a smooth (but useless) zoom-in effect on the bird's-eye map and standard golf action.

International Golf

Awesome Golf is plain, simple, and fun. You can get in practice shots on the driving range or hit the greens on a U.S., U.K., or Japanese course. If you're playing single there's no computer opponent, but the head-to-human mode via the ComLynx works well. A tournament option is, unfortunately, missing. The swing-and-try-not-to-miss interface is up to usual video par. The overhead scene is finely detailed, and putting drops in just fine. In some areas, however, distance measurements aren't displayed, making your yardage guesstimates a mite frustrating.

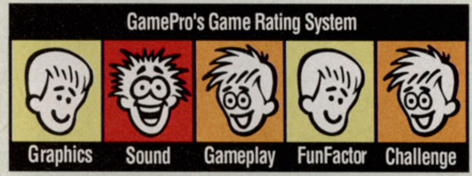


Stroke icons direct your shots.

PROTIP: To calculate your swing's required power, divide the distance remaining to the flag by your club's yardage potential.

Good Golf

Due to the lack of certain features, Awesome Golf isn't awesome, but it's fairly enjoyable and loud-mouthed to boot. Want golf-on-the-go? Get Awesome Golf for the Lynx!



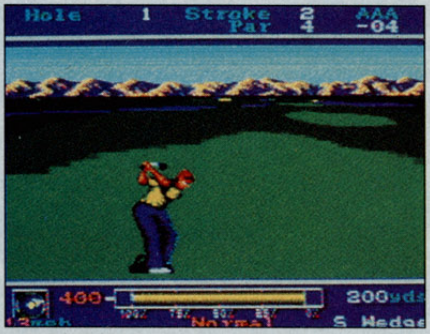
Awesome Golf by Atari
$34.99
Available now, 6 megs

Next Up to the Tee

Here are some more golf carts for the SNES and the Game Boy, which are scheduled to tee off this year!

Super PGA Tour Golf

by Electronic Arts

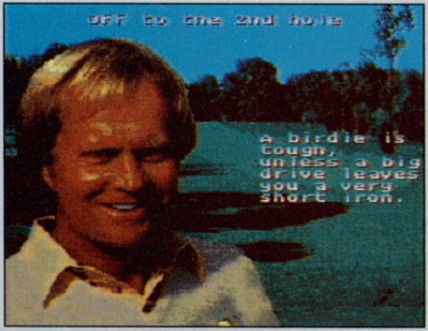


Tee-off with the PGA.

Here's the SNES version of EA's great Genesis sports cart, PGA Tour Golf. You can almost smell the grass! Almost. You can enter four tournaments against 60 of the PGA's top pros: the Players Championship at Sawgrass, PGA West at West Stadium, the Kemper Open at Avenel, and the Honda Classic at Eagle Trace. The golfing should be good, but it will definitely look good. Fly-by aerial views, zooms, and a Ball Cam, which shows the ball in flight from multiple camera angles. You get mucho stats and battery back-up, too.
(SNES, Available soon!)

Jack Nicklaus Golf

by Tradewest



Off to the 2nd hole

A birdie is tough, unless a big drive leaves you a very short iron.

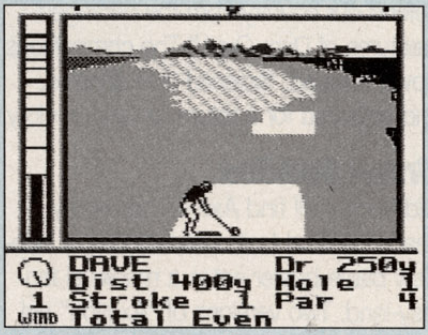
Jack Nicklaus for the SNES.

This is the video game version of the PC classic golf game by Sculptured Software and Accolade. This means solid behind-the-back view golf for 1-4 players. You'll get two real-life courses – Murifield Village in Ohio and the Bear's Track in California. Not only that, but you'll be able to design your own courses, too, and save them!

The games packed with digitized course scenery. Your onscreen golfer persona springs from actual film footage of the Golden Bear himself. And at the beginning of each hole Jack relays championship advice.
(SNES, Available March '92)

Jack Nicklaus Golf

by Tradewest



The Golden Bear tees off on the Game Boy, too!

The Golden Bear always goes first class, no matter how small he is. Tradewest plans to pack four authentic golf courses into this cart including Murifield Village in Ohio, Castle Pines in Colorado, Desert Mountain in Arizona, and Jack's greatest 18 holes from famous courses everywhere. Practice your behind-the-back view golfing at a driving range or on the putting green. You'll be able to share the fun with up to four friends via a password system.
(Game Boy, Available March '92)

Ultra Golf

by Konami

You and a friend or the computer can make up a two-some to play two 18-hole courses. On the course, you'll be able to adjust your stance and see the lie of the ball up close to make precise hits. A battery backup will save your scores during lengthy rounds.

GENESIS PRO REVIEW

GOLDEN

By Monty Haul

The three champions of truth, justice, and the Sega way – Gilius Thunderhead, Ax-Battler, and Tyris-Flare – were bored to pieces. Since they double executed Death Adder and Death Bringer in Golden Axe they had little to do but sit around campfires and brag about their accomplishments to disbelieving audiences.

Then suddenly a cloaked messenger stepped out of the shadows and proclaimed, "The Golden Axe has been stolen from the weapons vault once again. Our king has summoned you to defend our country from the deranged creatures of Dark Guld." The companions slowly nodded, fastened their sheaths, and prepared for a return to Golden glory.

Brawl Buddies

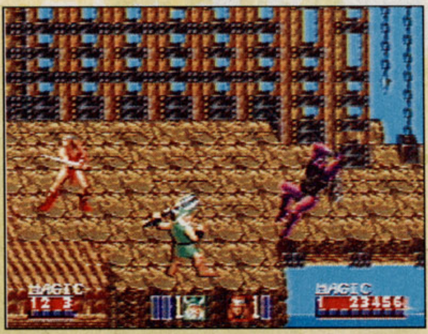
Old hacks will find Axe II's gameplay nearly identical to its predecessor, a side-view blade-buster set in a medieval fantasy-land. Two versions of "Axetion" are available: the Duel, a player-versus-player or player-versus-computer practice session and, of course, the Normal arcade-style game. You can go it alone, but the two-player simultaneous mode is twice as fun and double trouble for the enemies. Unfortunately, it's also doubly difficult for you because two heroes must share all three continues.

Combatants choose between Gilius Thunderhead, a dwarfish mini-axe ace; Ax-Battler, a fearsome sword-slinger; and Tyris Flare, a master of amazon fighting techniques. Each character has personalized moves and attacks, including some a bit different from the original Axe.

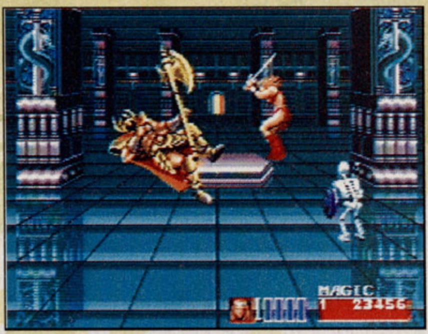
PROTIP: Gilius and Tyris work best as a team.

Dark Guld's Do-Badders

A long trek through thick and thin terrors awaits our main monster-mashers. You must complete six stages of action which span ransacked towns, creepy caverns, and a heavily fortified castle, before you even get a glimpse at evil incarnate himself, Dark Guld.



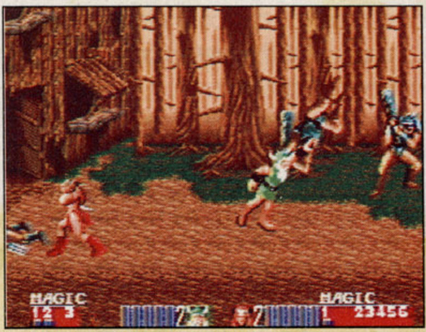
PROTIP: Stand next to a cliff to draw enemies off the edge.



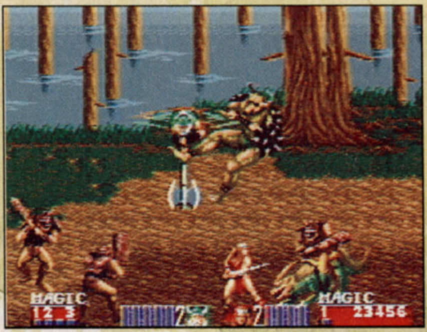
PROTIP: Against the boss-of-the-bosses, Dark Guld, position yourself near him, avoid his initial strike, and then jump-slash before he can summon followers.

It's not clear if Dark Guld is a new-name version of Death Bringer or a different villain altogether, but he's got great taste in royal weaponry plus a batch of brutes to back up his foul deeds. Of course basic "cannon fodder" (humanoids) pollute the beginning levels of the game, but as you progress to higher levels you'll bang shields with grave-robbing skeletal warriors, tail-whipping lizard men, and spell-chanting magicians. The steroid-case bosses include twenty-foot tall trolls and headless knights in shining armor.

PROTIP: Try Gilius' ring-around-the-axe spin to trap giants wielding clubs against the edge of the screen. Avoid close-quarters combat or they'll shoulder-flip you.



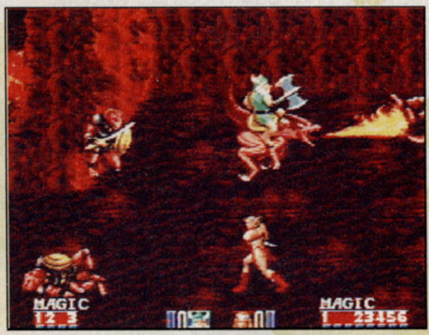
PROTIP: Pull off a jump-slash or a flying kick to counter enemy charge attacks.



PROTIP: Toss opponents into each other for mass damage.

Dragon Shenanigans

Some of the smaller nasties ride mythical creatures, like a fire-breathing wyrm and a tail-snapping beast, but you can mount them once you dispatch their riders. Make it a point to capture these scaly critters because your lives could depend on it.



Ride the dragon to victory.

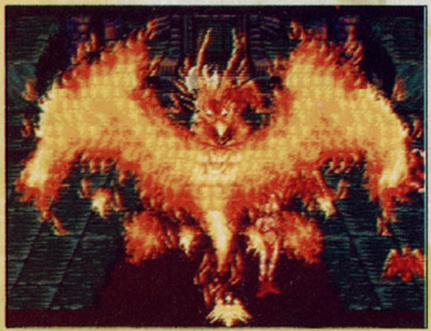
PROTIP: If you're hit while riding a beast, you lose the mount, but you won't be hurt.

Enchantment of the Axe

One of Axe I's most innovative features is back – each character has a different sor-

Axe II

cerous ability which you can use as a last-chance neck saver. Knock out the wizards and grab their spell books – each one boosts your magical strength. Gilius can master Earth magic up to a power of three, Ax-Battler's tornados reach level four, and Tyris knows fire to the power of seven. The spells look different from Axe I



Unleash the Amazon's furious Phoenix.

but have the same damaging effects. A new option enables you to use only a portion of your incantations instead of the whole collection at once.

PROTIP: Use minor magic against wizards and your spell points are restored immediately as the wizards drop spell books.

Axes to Grind

We know you've been "axeing" for Golden Axe II for ages, and yes, it's a welcome addition to the Genesis library. But before you pay for your play, there are a few things you should know. Although the graphics and animation are pretty nice by 16-bit standards, in some places they don't live up to Axe I's reputation. The music is passable but sounds weak compared to the emotional, hard-rockin' beats from the original chapter in Axe history. One particular effect, the spine-tingling death scream from Axe I, has been watered down to an obnoxious "blah" here. Axe II's challenge can be adjusted, but the game is no longer than the original cart. A final cut against the sequel is the unduly booooring end sequence.

In a nutshell, Axe II is a fun free-for-all which may not be a step forward for Axoholics, but isn't a step backward, either. Any complaints are in the "too bad" department and don't overly detract from an otherwise solid slice-n-dicer. So if you've got an axe to grind, even if it's a bit rusty, grab a friend and take a swing at Golden Axe II!

GamePro's Game Rating System

Graphics	Sound	Gameplay	FunFactor	Challenge

Golden Axe II by Sega of America
Price Not Available
Available January '92, 4 megs

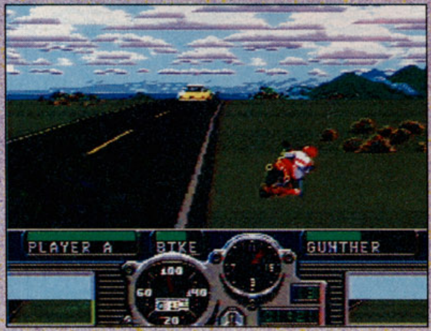
Illustration: Art Ruiz

GENESIS PRO REVIEW

By Big Rick Stuart

(Gamers – beginning this month we're gonna' be asking celebs to check out their favorite games for you. This month's guest celeb is Big Rick Stuart, one of the San Francisco Bay Area's hottest DJ's. Rick's into modern music – Punk Rock and Thrash, which makes him uniquely qualified for his job of DJ on KITS (LIVE 105). Rick's also into biking which is why we chose him to check out Road Rash by Electronic Arts. He currently owns two Triumph motorcycles and a 1990 Honda C & R 1000 Sportbike. Big Rick considers himself an average gamer. His favorite games are car, motorcycle, and sports games. Thanks, Big Rick! – Ed)

If you've heard of this race cart and thought it sounded hot, wait until you slap it into your Genesis system and twist the throttle! Road Rash enables you to race a high tech sportbike against 15 other bikers who try to beat you to the finish and also try to beat you over the head. While you retaliate you must avoid cars, cows, cops, trees, rocks, and just about every inconvenience imaginable while cruisin' the best of California's backroads at 140 mph.

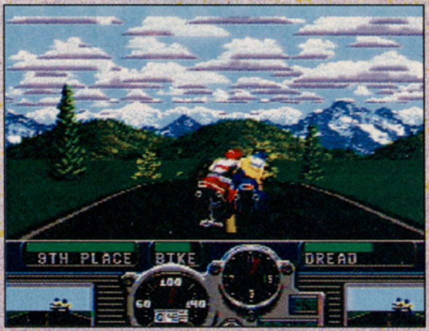


You can jump off rocks.

Hey Ho, Let's Go

Button A is for brake, Button B is for go, and Button C is for (here's the good part!) slap, punch, and kick. Every time you hit the road you face 14 other Road Rashers. As you try to pass by they'll punch you in the head, kick you into a horizontal position, or, if they're nice, just run you off the road.

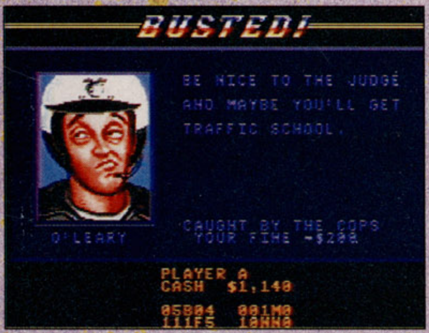
Your job is to pass as many other bikers as possible. Sometimes you gotta' do a little bashin'. All the fighting is done on the bikes at full speed around corners, flat out full throttle on straights, and in mid air!! The object is not to kill the opponent. All you want to do is pass 'em and move on. If you spend too much time trying to eliminate the other riders, you waste time which isn't cool 'cause you need to finish in the top four on each track to move on to the next level. Since there are five tracks in each level and five levels you've really got to hustle.



PROTIP: Never slow down to bash with your fellow road rashers. Go as fast as possible – you've got plenty of battles ahead.

PROTIP: Once you're in fourth place during a race you may want to ride more cautiously and just keep an eye on your mirrors.

At each level the tracks get longer and the turns get tighter. The first level is pretty easy. It's a good place to hone your Road Rash skills.



BE NICE TO THE JUDGE AND MAYBE YOU'LL GET TRAFFIC SCHOOL.

O'LEARY

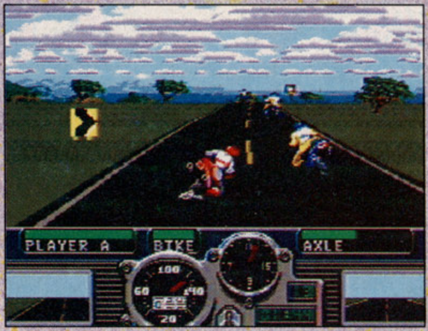
CAUGHT BY THE COPS
YOUR FINE -$200

PLAYER A
CASH $1,140

05B04 081M0
111F5 10NN0

Busted!

By the time you get to the third level there are faster riders, more cars in your way, friendly officers to remind you of the penal code, and other annoyances that slow you down...it get's really tough. But wait, there's good news!



PROTIP: When the roads get tight you'll have to use the brake. Brake just before the turn and power through so you can be at full speed on the straight just after the turn.

Keep it Simple, Stupid!

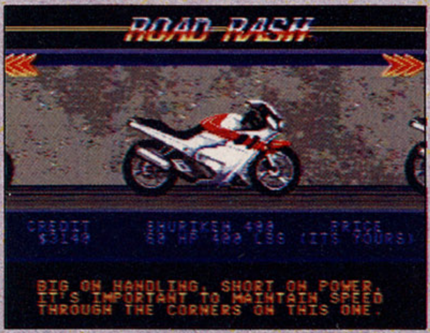
You don't shift. You don't get any laser cannons. You don't fight any alien mutants on sewer cycles. You DO get a smooth scrolling motorcycle race game. It's got really hot bikes with great detailed graphics.

The screen shows speed, tach, odometer, stamina meters, two mirrors, and a timer. You can see the action behind you and watch as the riders you race against take each other out.

FRANCIS MAO•91

You Cannot Die! You will Live Forever! (almost)

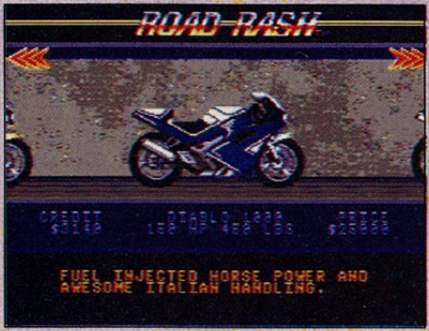
The kind folks at EA understand that life's not easy Road Rashin' on California's backroads. Therefore, you can't die while you play this game. You can, however, run out of money! No matter where you finish at the end of each track you get some prize money. You can use the cash to buy better and faster bikes from the eight offered. Each bike is described on the screen with info about engine, weight, handling characteristics, and price. If you want a top of the line Diablo 1000 it's a deal at only $25,000 (no tax!).



BIG ON HANDLING. SHORT ON POWER. IT'S IMPORTANT TO MAINTAIN SPEED THROUGH THE CORNERS ON THIS ONE.

PROTIP: Stay with the first bike you get in the game for as long as possible. You can do really well on this bike.

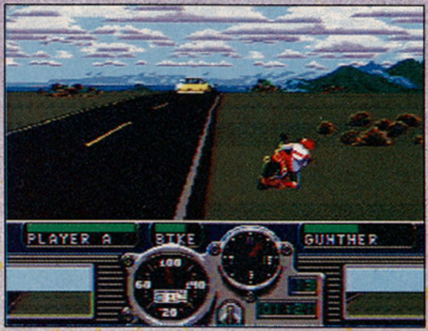
PROTIP: Save your cash for a really good bike 'cause when you need it you're really gonna' need it.



FUEL INJECTED HORSE POWER AND AWESOME ITALIAN HANDLING.

PROTIP: When you buy a new bike read its description carefully. A big horsepower heavy bike goes faster on the straights but is harder to control in turns. Stick with the lighter bikes at first. They handle better.

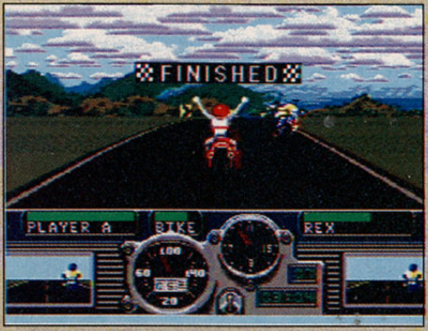
Unfortunately, you're gonna' crash. If you don't crash too much you'll make it to the end of the track. Each crash makes your bike run a little worse and handle a little poorer. If you crash out too much and don't finish high enough you'll run out of money and the game is over. Boo hoo. The other way to lose money is to get busted by the cops. Out run 'em or it could cost you a heavy fine. The good news is that, unlike real life, it's kind of hard to run out of money.



PROTIP: Crashing damages your bike and can cost you up to 10 seconds in the race. Don't crash!

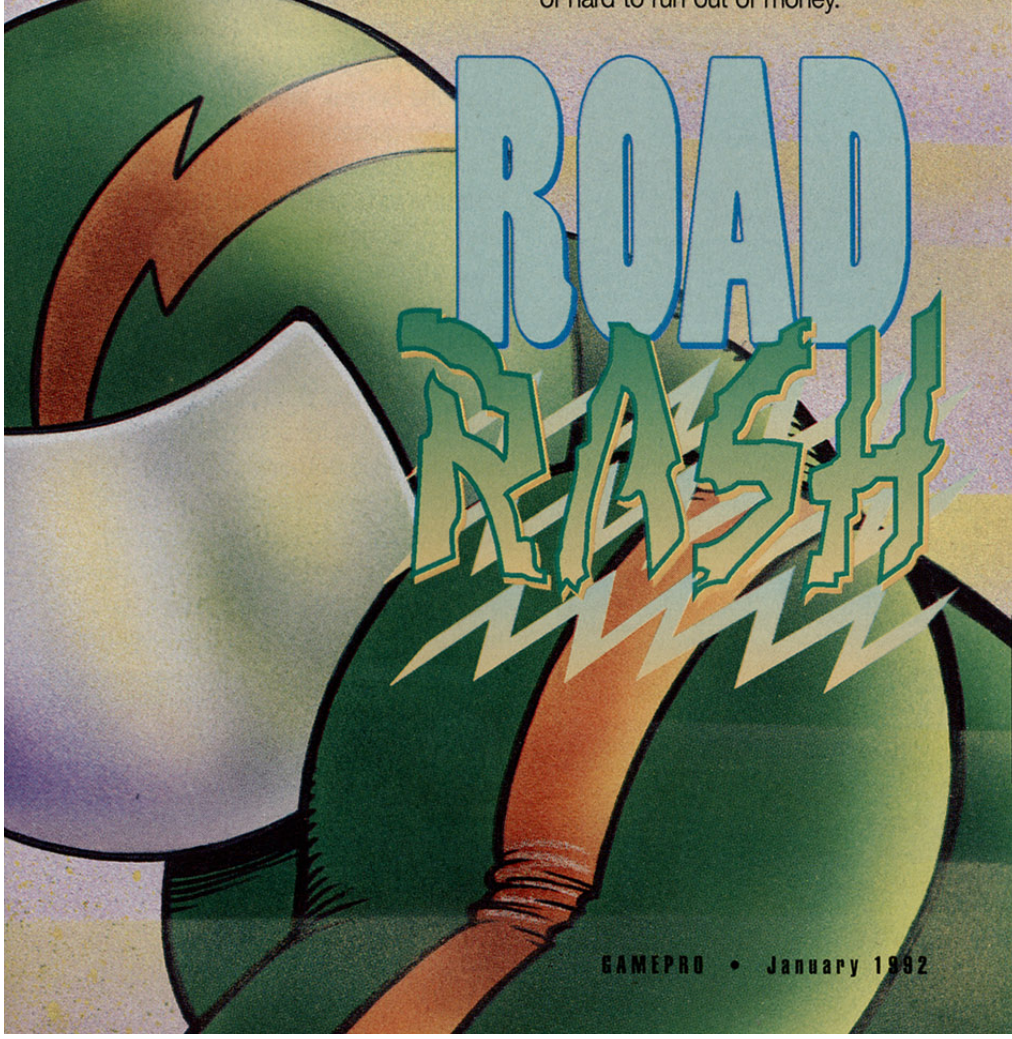
Get Your Helmet, Let's Go

Road Rash is a fun game you can play right away. After you get the hang of it you're still challenged by the higher levels. Password saves enable you to pick up where you leave off. All the grunts and groans of heavy bashing and crashing are there along with tire squeals, police sirens, and cow moo's. No lie. The bikes fly in mid air, jump rocks, rip around corners, and look great. If you love great race games this meets almost all of your criteria for an instantly addictive motorcycle 16-bit game with a somewhat sick twist thrown in.



Big Rick rules!

It's great! So listen up squid! Get this game! Put on your leathers and I'll see you on the starting line. Get a good look at my face. You'll be seein' the back of my skid lid for the next 10 miles. Loser buys breakfast at Alices! (And hey, it's a game! Never ride like this! But you knew that.)



GamePro's Game Rating System

Graphics	Sound	Gameplay	FunFactor	Challenge

Road Rash by Electronic Arts
$49.99
Available Now, 4 megs

GENESIS PRO REVIEW

Quackshot

PROTIP: The Tiger boss of the Maharajah level can only be hit while he's in the air. Jump and shoot right after he lands on the ground. To avoid his fire breath, shoot a plunger at the wall and use it for an extra high jump.

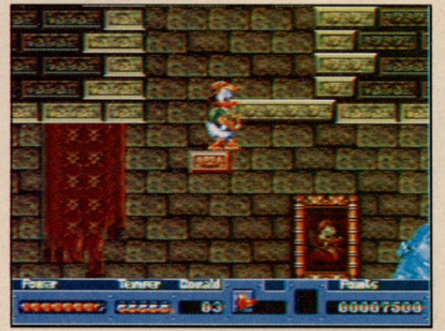
By Milo Prophet

Once in a while a game comes along that's beautiful to look at and a challenge to play. Among Genesis carts, Strider and Castle of Illusion Starring Mickey Mouse come to mind. But those two don't hold a candle to Quackshot starring Donald Duck. This cart was programmed by the same team that created Castle of Illusion and it's even more graphically stunning, features superb music, and on a scale of 1 to 10, earns an 11 for difficulty!

Around the World in Four Megs

In this world-hopping action/adventure cart, Donald becomes an "Indiana Duck" explorer type as he tries to locate the Great Duck Treasure of King Garuzia. However, big bad Pete gets wind of Donald's quest and he wants in on the action, too.

Donald's search covers nine international locales (and three secret bonus rounds). You start in Duckberg, U.S.A., but thereafter you plot your own course around the globe through destinations such as Egypt, the South Pole, Mexico, or even Transylvania.



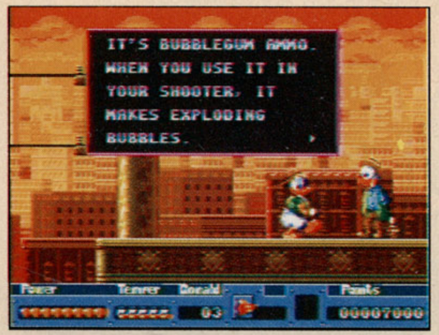
PROTIP: In Dracula's Castle (Level 3) look for a way out in the ceiling, otherwise you're caught in a repeating maze.

Have Plunger, Will Travel

In this sideview, horizontally scrolling hop and bop game, Donald does all the typical hero things – run, dash, jump, shoot, and slide.

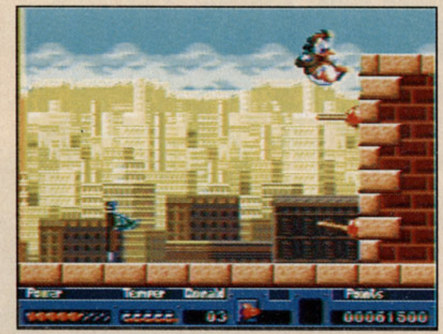
Each level's packed with duck-defying adversaries such as boxing turtles, birds with bee hive bombs, cactus people, bewitching snake charmers, and Pete's heinous henchmen. There are five boss meanies including Dracula, the Viking Spirit, and King Garuzia's Ghost.

Donald fights off the criminal crowd with Plunger-shooters, Bubble Gum Blasters, and Popcorn Guns, but that's not all. Shoot a red plunger at a wall and you can use it to climb to other locations. A green plunger sticks to birds who carry you even higher. Eat some red peppers and Donald flies into a fist-flinging frenzy of feathers and fluff.



IT'S BUBBLEGUM AMMO. WHEN YOU USE IT IN YOUR SHOOTER, IT MAKES EXPLODING BUBBLES.

PROTIP: Return to Gyro Gearloose in Duckberg whenever you're low on Bubble Gum ammo.



PROTIP: In Duckberg, after you get your Red Plunger, scale the wall to the right of your flag to see the rest of the city and find Gyro Gearloose.

PROTIP: It takes six Red peppers to start Donald's tantrum. If you decide to eat them in the early part of the cart, eat five and save the sixth for the Maharajah level. You'll need it.

Good Luck Duck

This isn't your typical "run to the right, kill the boss" kind of deal. You select your destination, but you might arrive there without the key item you need from another level. For example, you must go to Egypt to get the Staff of Rah, but you can't get inside the pyramid until you have the Sphynx Tear. Where do you find it? Good question.

On some levels you jump blindly into space to hopefully land on an invisible platform. In others you must tippy toe across platforms floating over a one hundred foot drop. One false step in either scenario and you're a dead duck.

A Game You'll Treasure

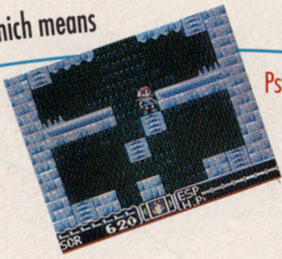
If you're looking for a show stopper along the lines of Castle of Illusion, that's a million times harder even with unlimited continues but has more fun junk to do, run don't waddle to buy Quackshot. Even if you don't find Garuzia's Treasure, you'll have a Genesis treasure of your very own.

GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Quackshot by Sega
Price not available
Available now, 4 megs

THE SONIC BOOM HAS BEGUN.

Hold on tight. Sonic The Hedgehog, the fastest video character around, is on Game Gear, Sega's portable color game system. So now he really moves. Which means you can play Sonic, or any of these other great games, wherever you want. Game Gear. It makes other game systems look like they're standing still.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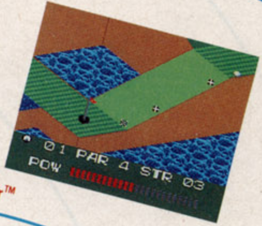
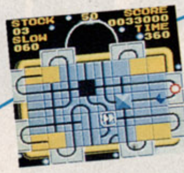
Dragon Crystal™

Columns™ (included with system)

Shinobi™

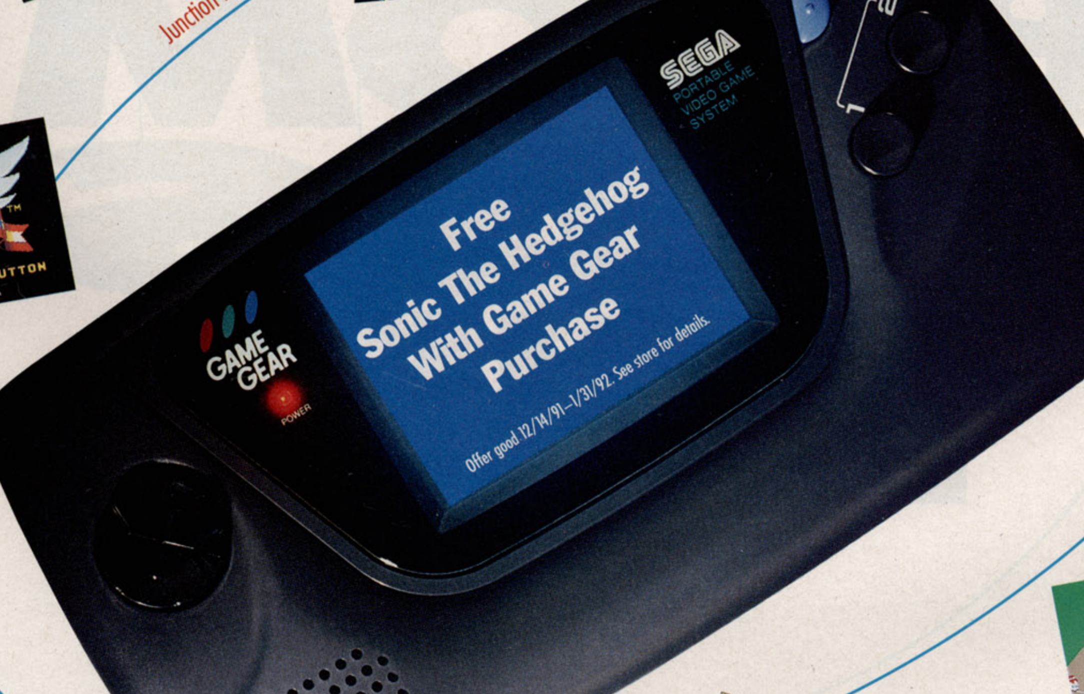

Putt & Putter™

Super Golf by Sage's Creation


Junction by Bignet U.S.A.

Pac-Man by Namco Hometek

Sonic The Hedgehog™



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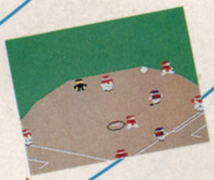
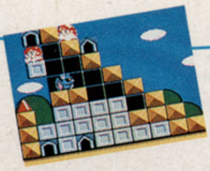

Batter Up by Namco Hometek

Devilish by Sage's Creation

Berlin Wall by Kaneko U.S.A.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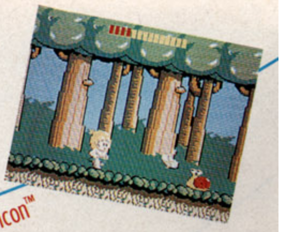
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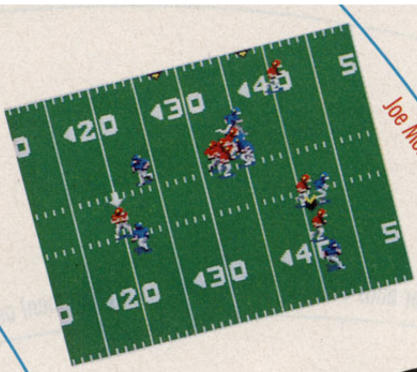

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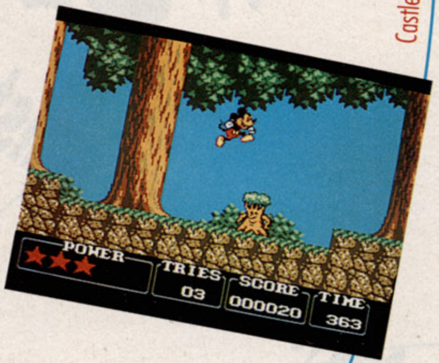
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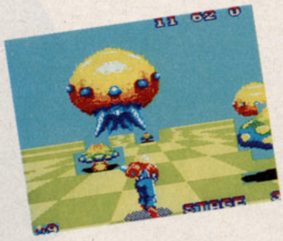

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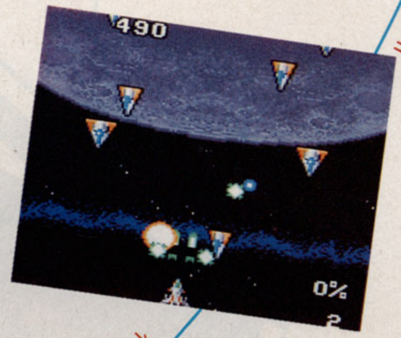

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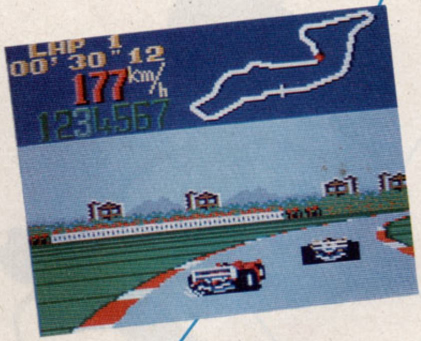
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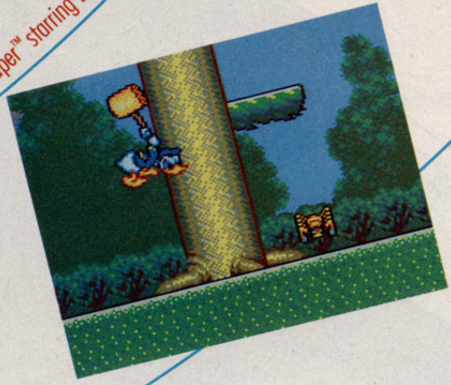

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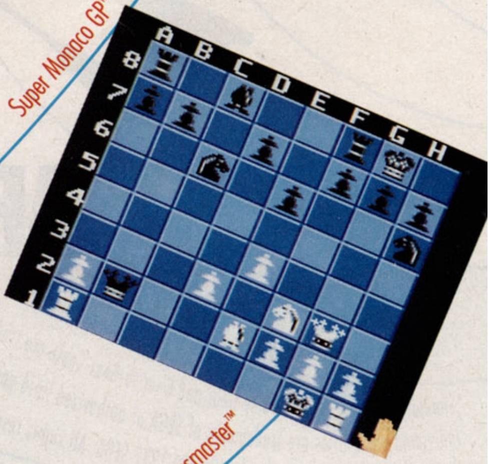

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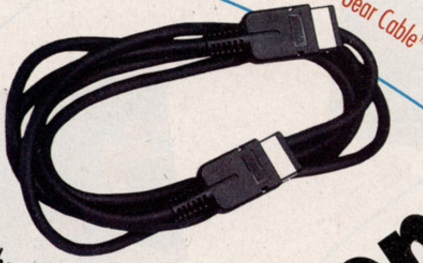
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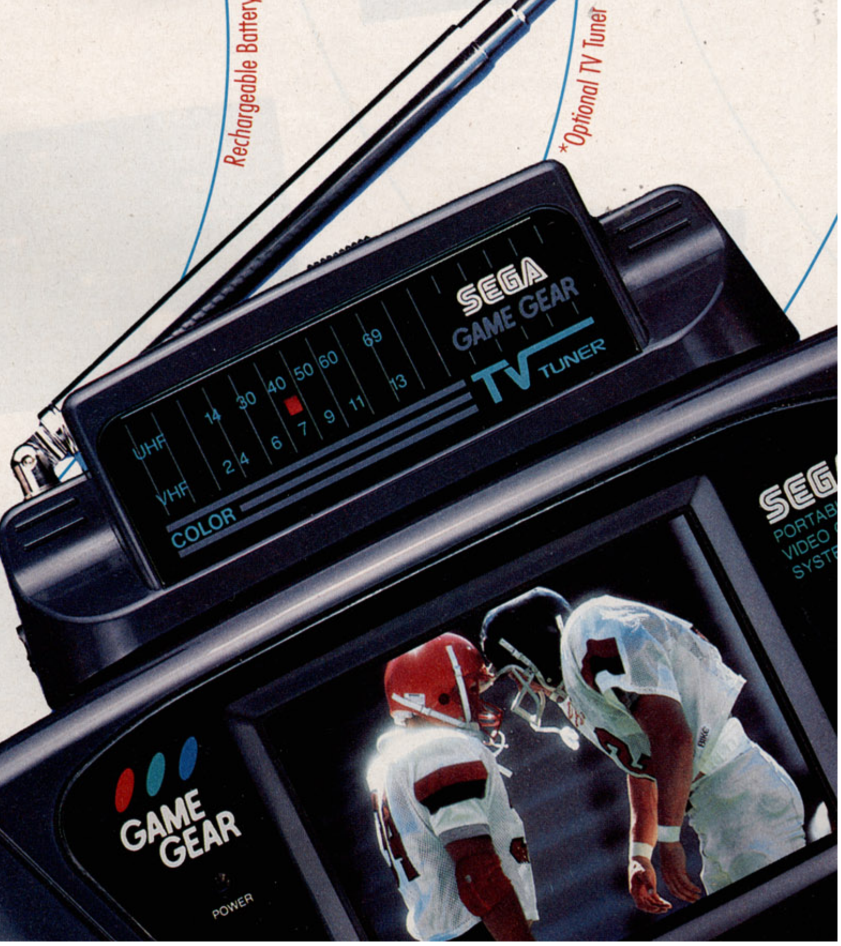

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COLOR PORTABLE SEGA GAME SYSTEM

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JAMES POND II CODENAME ROBOCOD

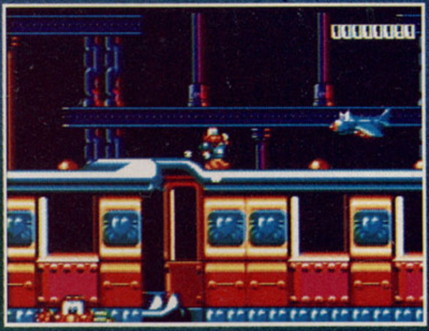
By Choosy Chooser

Your name is Pond, James Pond, and you're back for yet another impossible mission. This time the sinister Dr. Maybe has planted time bombs shaped like penguins throughout Santa Claus's main toy factories in the North Pole. To stop him you must become a landlubber, so you're issued a Robosuit to keep your scales healthy on land. Hence your new codename: Robocod.

Saltwater Subterfuge

James Pond II Codename: Robocod is Electronic Arts' latest installment in the tail...uhh, tale of codfish secret agent Pond. This sideview multi-scrolling hop and squish game takes place through nine rooms in Santa's toy factory.

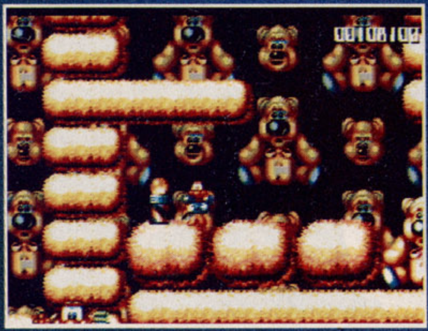
Robocod's graphics are good-looking and sugar-coated. The lushly painted toyland backgrounds include giant teddy bears and other toyland motifs. Pond and his foes are cartoon cute.



The Robocod express!

James Pond II looks light-hearted, but don't let that lull you into thinking the cart's a pushover. Each room is filled with tricky deadends, and Maybe's menagerie keeps the pressure on.

Your task is to flip flop through each room to find all the Penguin Bombs before they blow. Along the way you plant your swishy tail on the beans of Dr. Maybe's crew, which includes snakes, playing-card pterodactyls, mechanical men, and gumby guys. Each time one of them tags you, you lose a Robosuit battery. When you're out of batteries, you're fish meal.

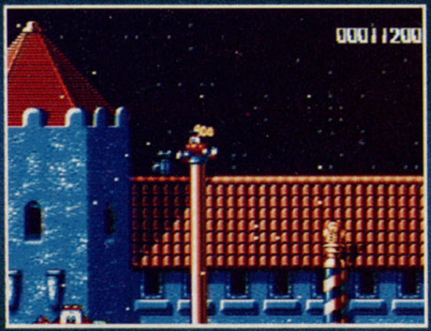


PROTIP: Flashing Barber Poles are exits, but they aren't the only way out of some rooms.

PROTIP: All the walls aren't as solid as they appear. Look for several hidden rooms throughout the castle.

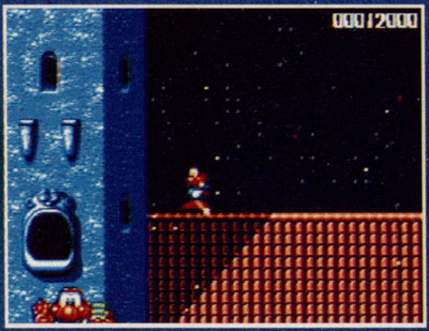
Live and Let Swim

Pond moves pretty good for fish out of water, and he's got a slick elastic trick to pull himself out of hot water. Pond can "streeeetch" upwards like a rubber band in order to grab onto any overhead scenery, no matter how high it is. His tail half quickly snaps up, and he can pull himself along past obstacles and drops.



Hey, it may sound fishy but Robocod can make like a snake.

You can also find saltwater secret agent type gear such as Bulletproof Sparkling Armor, Golden Ankhs for extra life, Umbrellas to float not fall, and Wing Attachments, which enable you to fly. There are other goodies galore, which you can stomp on for points towards extra lives.

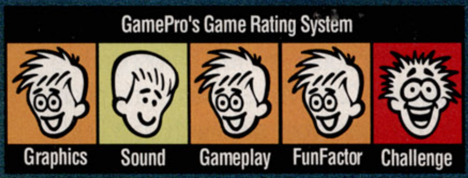


PROTIP: You can get to Level Four before you complete Levels One thru Three if you go to the gold colored flat rooftop on the right side of the factory, then walk left into the wall.

PROTIP: You get an extra life for 500,000 points.

Calling All Cods

James Pond II is no thumb-buster, and its cutesy graphics will have great appeal to younger gamers or the terminally sweet. However, saving Santa's toys really pumps your brain. There's something fishy going on here, and that's a good thing.



James Pond II Codename: Robocod by Eletronic Arts
$49.95, Available now, 4 megs

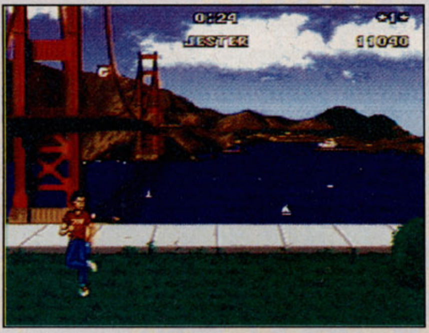
California Games

By Road Kill Warrior

Hey, bud, when it comes to the sand and surf, California has had the advantage over most states. Not any more! With California Games by Sega you can bring the beaches home and compete in five gnarly California-style events! Radical!

Hang Five

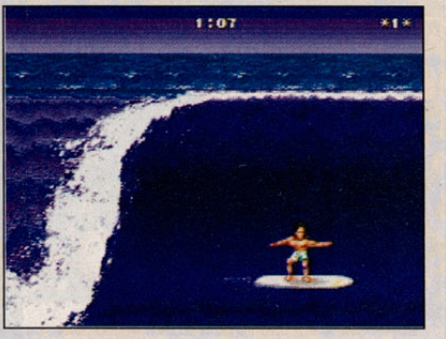
California Games is a mondo collection of five separate cool events: BMX bike-racing, Footbag, Roller Skating, Half-Pipe (pull some gnarly skate board moves inside a giant half-pipe), and Surfing. Like, play the events in order or just check out your favorites when your karma's right. Ya gotta' be totally hot to beat some of the events, but you can adjust the difficulty level of the Footbag and Surfing events to match your biorhythms.



Baggin' it by the Golden Gate.

This is totally awesome because it gives dufus players a chance to kick some sand in someone's face.

Of course, the real challenge in a cart like California Games is the chance to compare your skills with your buds'. Or, in this case, up to NINE buds! Yup, it's no problemo! Up to nine dudes can compete at the same time – and, like, you can even share one controller! And since you can play it with nine dudes you know what this means don't ya? California Games is the perfect party game! This hot cart even has a high score board so you can keep a record of who's making the most points and tagging the title of "Big Kahuna."



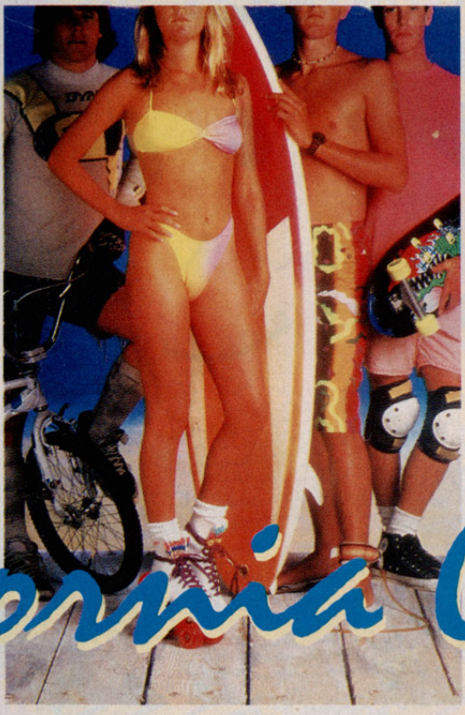
PROTIP: Don't set the difficulty level at its lowest for the Footbag and Surfing events unless you really need the practice, otherwise you'll only get half the points for each maneuver if you do. Bummer!

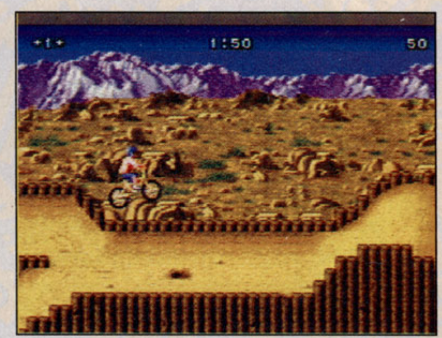
In Yer Face

The graphics and animation in California Games are totally awesome. Really cool multi-level scrolling makes the surfing event look more like a film clip than a video game! The animation's colorful and smooth as sand. When your skater flies off his board, you'll be reaching for the band-aids! The sounds are wild too, with bouncy beach tunes and gnarly bone-crunching sound effects. Don't have a perfect beach near by? No problemo! California Games is the perfect solution!

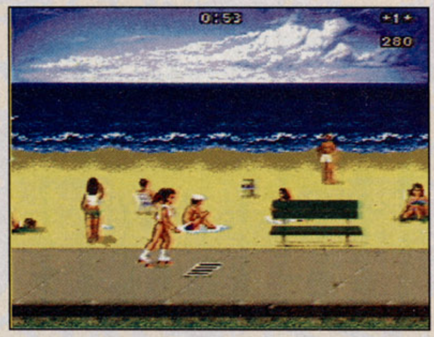
Total Control

An old surfer dude once said, "a game is only as good as its controls." California Games isn't too shabby in this area either. The controls are very responsive (like, it does what you want when you want it!). This is super importánte, especially when you are trying to do a handplant! Timing is the key to becoming a master of the events.





PROTIP: Don't try flips off of small jumps in the BMX event.. if you land on your head, you're one dead dude!



PROTIP: If you get the timing of the jumps down while Skating, you're gonna' nail the entire event.

PROTIP: To gain speed in the Half-Pipe you've got to "pump" at just the right places on the pipe.

Surf's Up!

Hey, gamers, whether you're a California dude or not this game's cool. It looks awesome and plays great, and, like, it's got stuff in it that you're not gonna' see anywhere else! So hit the beach, or hit California Games!

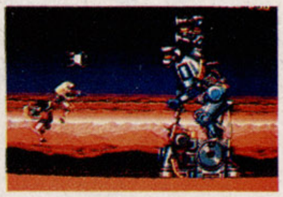
GamePro's Game Rating System

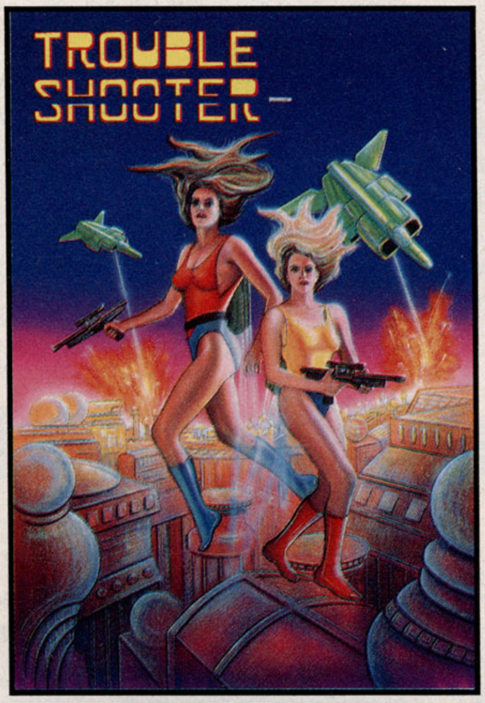
Graphics	Sound	Gameplay	FunFactor	Challenge

California Games by Sega of America
$49.95, Available now

Getting Into Trouble Has Never Been So Much Fun!

Madison and her faithful sidekick, Crystal, enter a treacherous robotic underworld to rescue Prince Eldon, who has been kidnapped by the mutant military weapons genius, Blackball. Will Prince Eldon survive? Can Madison destroy Blackball? And will the girls safely emerge from Blackball's evil empire? Only time will tell...





The "Getting Into Trouble" Contest

VIC TOKAI INC. and **GAMEPRO®** are bringing you the most radical Sega™ contest ever! Some lucky gamers will even get a chance to be on TV !! Interested?!? Read on...

Inside selected packages of **Trouble Shooter**™, there will be a Madison or Crystal Card. The five people who get a Crystal Card will win the totally hot Sega™ Game Gear™! Two special gamers who find the Madison card will not only get the Sega Game Gear, but will also be featured on the awesome, new TV program GAMEPRO!

Now for those of you who do not find a card, there is still another way to win. Simply look at the back of the **Trouble Shooter** box and answer the following question: Who contacts the **Trouble Shooter**? Mail your answer to:

Trouble Shooter
22904 Lockness Avenue
Torrance, CA 90501

Be sure to include your name, address, and phone number. The winners will be notified by phone and announced on GAMEPRO TV! All entries must be received by January 31, 1992. Now go out and get into **Trouble Shooter** and watch GAMEPRO. Getting into trouble has never been so much fun!

SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

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GENESIS PRO REVIEW

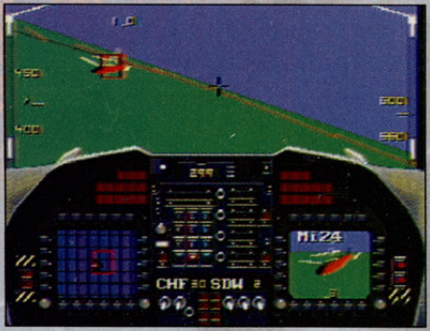
F-22 INTERCEPTOR

By Ugg the Bug

F-22 Interceptor by Electronic Arts is a top notch Genesis jet combat flight simulator – in fact it's the only Genesis flight simulator patrolling the video airways. And that's "flight simulator" not "flying game." This cart isn't at all like arcade aerial shoot-em-ups such as Afterburner or Air Diver.

Fly or Die

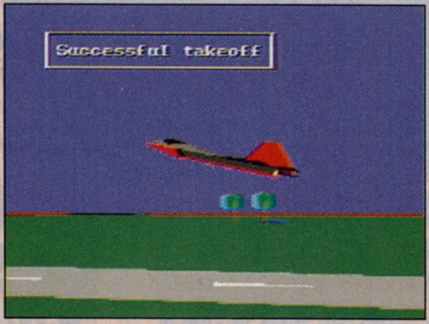
In F-22 you really must "fly" to survive. For example, taking off, landing, and refueling in mid-air are all potentially fatal operations for greenhorn pilots. You can stall the aircraft or fly into the sun so that you're blinded by the glare. Turn too tightly and G-force slams you with blackouts and red-outs. All this can happen before anyone starts shooting at you!



Here's how you see most of the action.

Be prepared to log massive flight time. You fly in four theaters – the United States, Korea, Iraq, and Russia – each containing a whopping 30 missions. Create your own tactical nightmares with the Mission Generator or try the Aces' Challenge where you take on two and then four aces simultaneously.

Supersonic Sights & Sounds



Successful takeoff

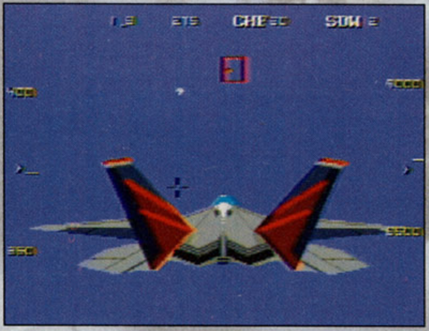
F-22's polished polygons.

The cart's looks are polished and familiar. The graphics are polygon-based like many personal computer flight simulators and aerial coin-ops, but F-22 supplements the basic visuals with slick animated story sequences, sharp equipment-selection screens, nice 360-degree scans of the jet, and a moritfying "killed in action" scene.

The sounds are cool, too. Digitized vocals bark warnings and command you to shoot. Live jet engine noise, and missile thumps keep you on guard.

Video Avionics

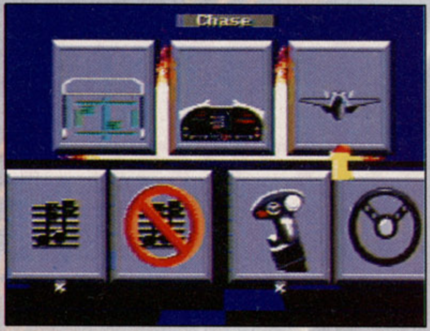
F-22's controls produce precision flying. That's great, but at supersonic speeds it also means they're sensitive. You can pilot the jet from three views. Most of the time you'll rely on the first-person cockpit look. There's a wide-angle Heads-Up Display view and an external Chase view, which, too looks forward from behind the jet.



Behind-the-jet makes flying easy, but there are no instrument warnings!

PROTIP: Use the different view options. Chase is good for ground attacks. H.U.D. is good for dogfights

Give' em the Gun



Modify the game to match your flying skill.

The cart's great attention to detail extends to the armament. Cannons are standard equipment, but you can also outfit the F-22 with six types of missiles from the real-life Air Force arsenal including Sidewinders, Sparrows, wire-guided TOWs, and television-guided Mavericks.

PROTIP: TV guided missiles can be tough to control. Get as close to the target as you can before you launch them.

All the hardware is essential. The action is intense when you run up against nasty waves of MiGs, choppers, mobile missile launchers, tanks, and surface-to-air missiles. Expect defeat – often.

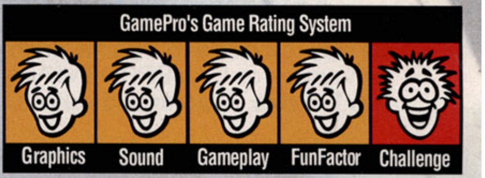
PROTIP: Afterburners enable you to outrun anything, but they chug fuel like crazy.

PROTIP: To elude missiles bank hard right and then hard left. Confuse heat-seekers by heading into the sun and then banking.

PROTIP: In a pinch you can use air-to-air missiles on ground targets and vice versa, but in both cases they aren't as accurate.

The EA Air Force Wants You!

F-22 is a good flight simulator by any standard. Fledgling fliers will have a heck of a time trying to master the controls and fiddling with the options. However, veteran video jet jocks will go supersonic! The Mission Generator alone is inspired. Take off with F-22, you may never come down.



F-22 Interceptor by Electronic Arts
$49.95
Available now, 8 megs

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By Doctor Dave

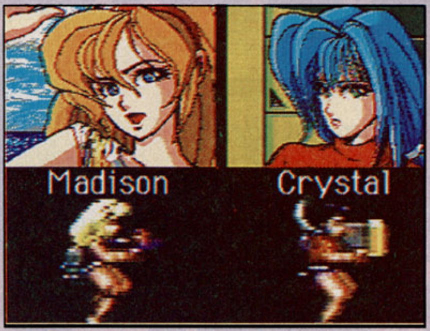
If you're a fan of shooters like Forgotten Worlds and R-Type, you MUST check out Trouble Shooter for the Genesis by Vic Tokai. This game not only delivers awesome shooting action, but you'll even score a few good yuks out of the humorous storyline that flows through the game.

Girls' Night Out

Your heroes in this single player cart are two woman warriors, Madison and Crystal, who must rescue young Prince Eldon from Blackball, a B-A-D man. You play Madison but you have limited control over Crystal – as with R-Type's option satellites, she shadows every move you make.

Double Trouble

This ammo-packed shooter consists of five Stages. The action scrolls horizontally and vertically in side-view perspective. You must blast your way through action-packed areas such as a shopping plaza, an underground hideout, and even around a huge spaceship (a'la R-Type) called "Colossus." Blackball's forces are basically different types of robo-mechs led by four slick-looking stage-bosses.

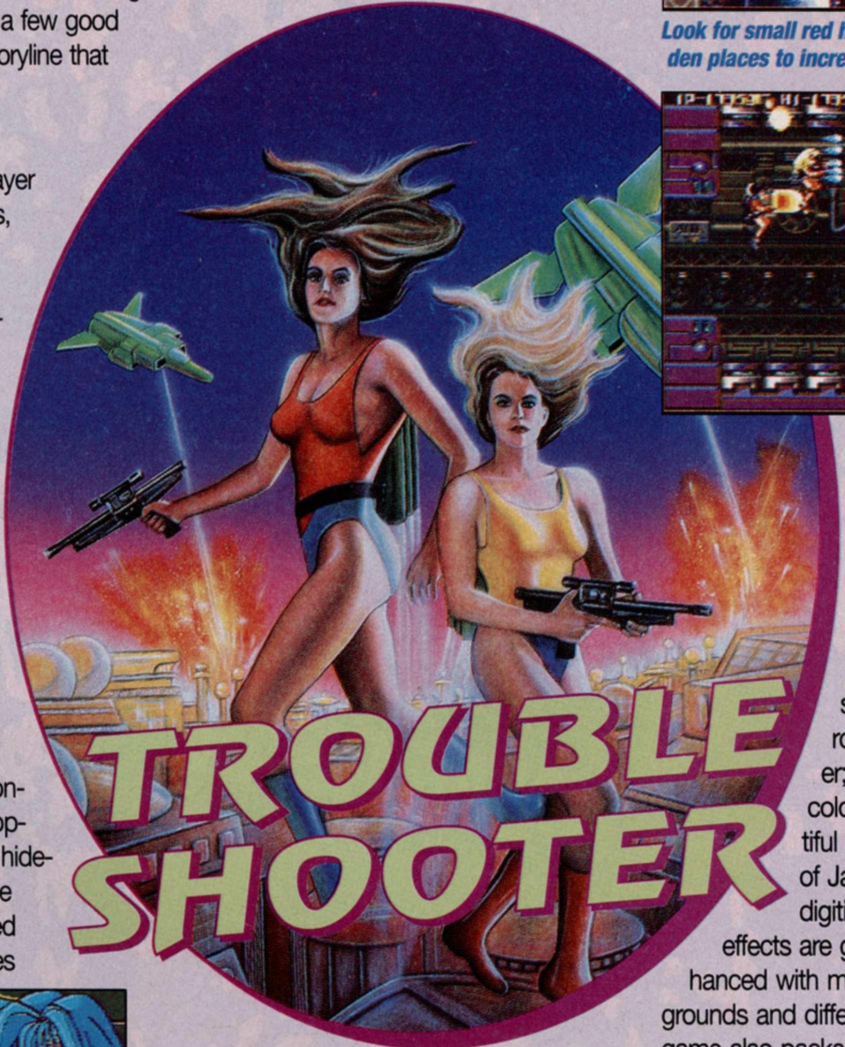


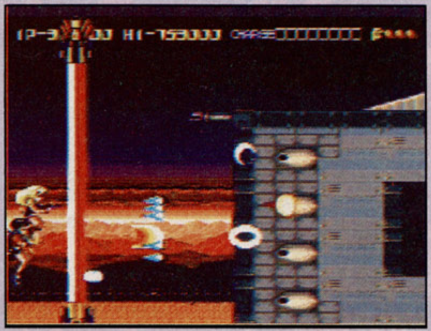
Madison and Crystal are the team that takes the screen.

Madison and Crystal fly through each stage and lay down some heavy-duty firepower. Madison fires her cannon ahead to the right, and you can make Crystal swing around to fire her weapon either left or right.

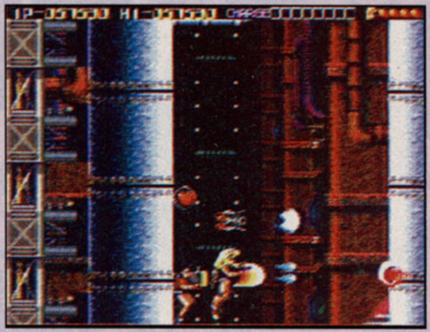
Don't worry about firepower. At the beginning of Stages 1-4, Madison can select special weapons which empower the team with awesome forces such as the Lightning Storm electric bolts, the Tidal Wave's vertical laser, the Blizzard's swirling energy field, and the Avalanche's concentrated wall of missiles. You can shoot Cargo Pods to release power-ups such as Firepower which increases your firing strength. There are also Speed Ups and Slow Downs to adjust your flying speed to match any obstacle.

TROUBLE SHOOTER

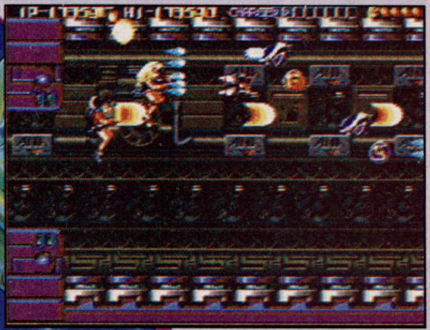




Use the Tidal Wave weapon to create a shield in sticky situations!



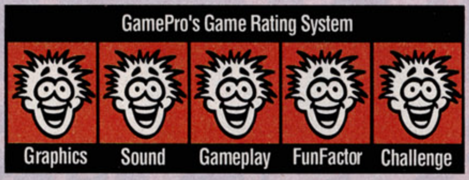
Look for small red hearts that appear in hidden places to increase your life meter!



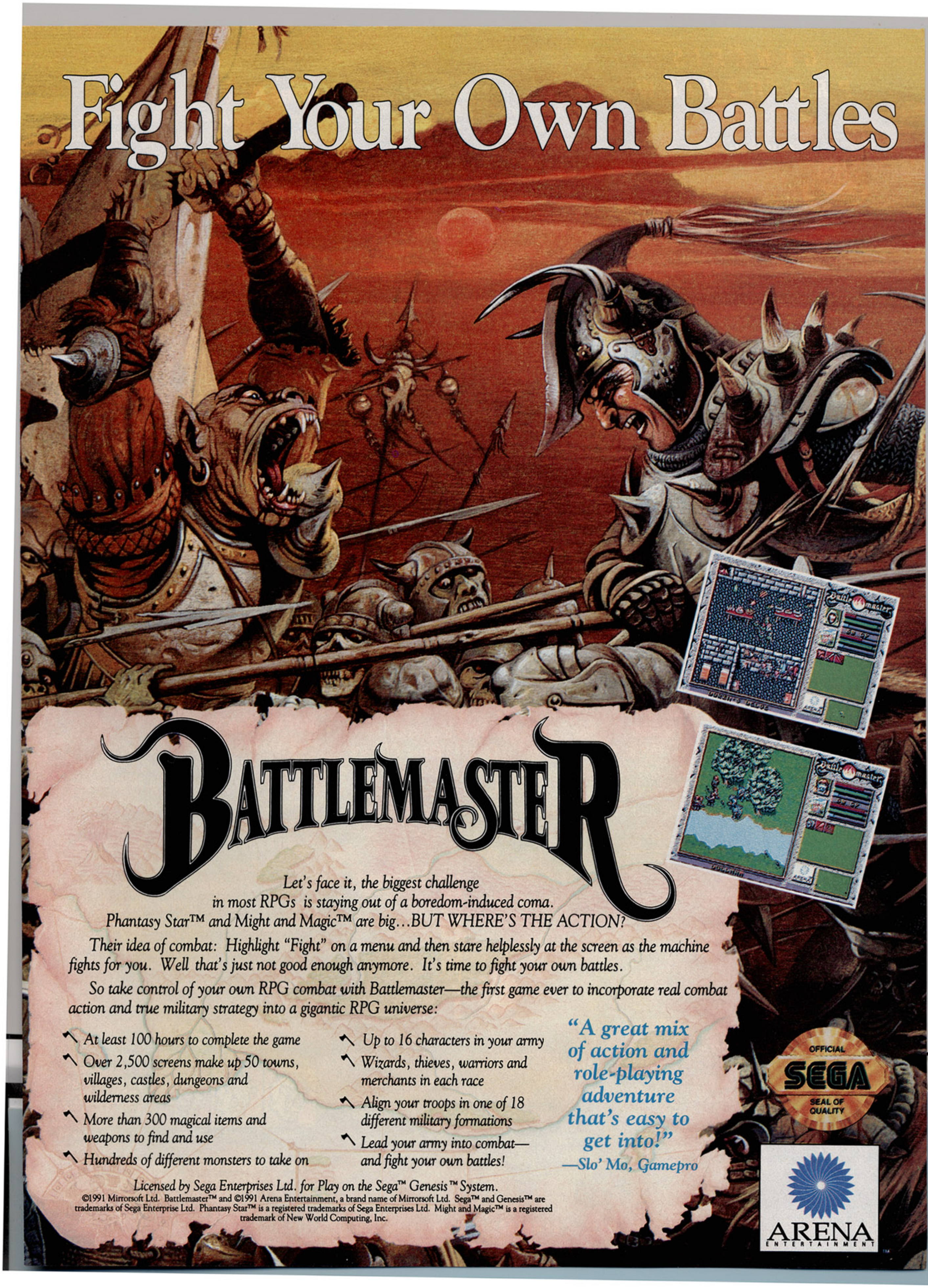
There are plenty of Cargo Pods for power-ups at your disposal.

No Trouble Here!

Even if you think there are too many Genesis shooters around make room for Trouble Shooter; it's superb! The brightly colored graphics are beautiful and painted in the style of Japanese cartoons. The digitized voices and sound effects are great. Every level is enhanced with multi-scrolling backgrounds and different soundtracks. The game also packs dynamic gameplay with the controlling of two characters by one player. Three difficulty settings keep the challenge at your level. Just remember: don't give up! There's a great surprise ending that's truly something worth Trouble Shooting for!



Trouble Shooter By Vic Tokai
$40.50, Available November, 4 megs



BATTLEMASTER

Let's face it, the biggest challenge in most RPGs is staying out of a boredom-induced coma. Phantasy Star™ and Might and Magic™ are big…BUT WHERE'S THE ACTION?

Their idea of combat: Highlight "Fight" on a menu and then stare helplessly at the screen as the machine fights for you. Well that's just not good enough anymore. It's time to fight your own battles.

So take control of your own RPG combat with Battlemaster—the first game ever to incorporate real combat action and true military strategy into a gigantic RPG universe:

- *At least 100 hours to complete the game*
- *Over 2,500 screens make up 50 towns, villages, castles, dungeons and wilderness areas*
- *More than 300 magical items and weapons to find and use*
- *Hundreds of different monsters to take on*
- *Up to 16 characters in your army*
- *Wizards, thieves, warriors and merchants in each race*
- *Align your troops in one of 18 different military formations*
- *Lead your army into combat—and fight your own battles!*

"A great mix of action and role-playing adventure that's easy to get into!"
—*Slo' Mo, Gamepro*

Licensed by Sega Enterprises Ltd. for Play on the Sega™ Genesis™ System.

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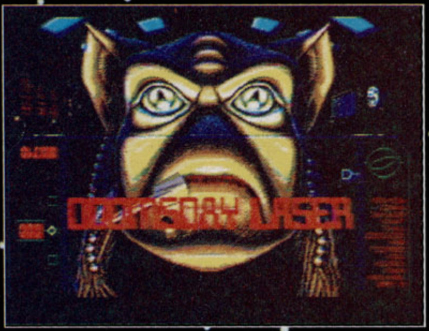
Buck Rogers
Countdown to Doomsday

By VideoHead

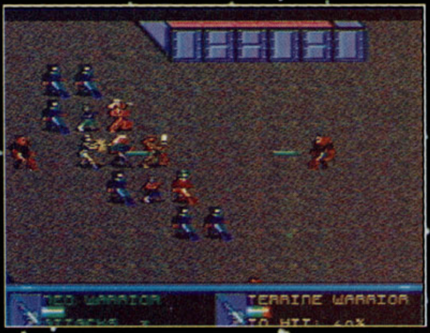
Welcome to the 25th Century...The corrupt Russo-American Mercantile (RAM) has created a planet-busting weapon called the Doomsday Laser. At the same time 21st-century legend Anthony "Buck" Rogers has defrosted from a deep freeze. You and your team of Buck-wannabes join the rebel New Earth Organization (NEO) to help Buck prevent the RAM from shafting Earth.



The Countdown to Doomsday has begun.

A Team Effort

In order to fulfill your mission you assemble a band of up to six characters from various space races including Humans, Tinkers, and Desert Runners. Each member of your team is trained in a special profession such as Rocket Jock, Medic, Rogue, or Warrior. They can also learn supplemental skills like Rocket Piloting, Programming, Stealth, Demolition, and First Aid.



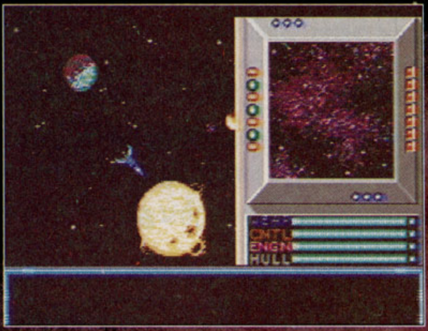
NEO forces confront the RAM in devastated Chicagorg.

PROTIP: Your party should consist of one Rogue, two Desert Runner Warriors, one Tinker Medic, and two Human Pilots. Be sure to train two characters other than your Medic with the First Aid skill.

PROTIP: Move your warrior to the head of your line-up in case a single-file combat is fought in a tight area.

Interstellar Thrills, Chills and Spills

For those bored with typical role-playing game (RPG) fare, Buck offers original sci-fi adventures "in a plausible future." You'll visit four planets, lots of alien spacecraft, and an asteroid belt, to name a few. Most of these locales are inhabited and you better believe the natives aren't friendly. Robots, Acid Frogs, Hyperscorps, Space Rats, troops of Experimental Combat Gennies (ECGs), and hostile RAM forces make life miserable for your team. To survive the perils of intergalactic travel you must master overhead-view flight, three-quarters perspective tactical land-based combat, and even ship-to-ship combat from a first-person point-of-view. Our friend Colonel Rogers appears occasionally to lend a hand, along with NEO-aligned personalities Col. Wilma Deering, General Carlton Turabian, Desert Runner chief Tuskon, and digital RAM-defector Scot.Dos. You'd never see Buck's corner of the universe in a day, so three battery-save files are provided.



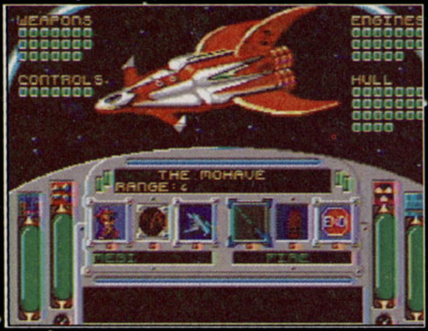
Star ho!

PROTIP: Never use Quick Combat unless you're much stronger than the opposition.

PROTIP: Aim for the enemy's Controls and Engines first in a ship-to-ship battle, and board it as soon as possible.

Arms Race

Whether on foot or in the air, you'll have a wide variety of atom-blasting weapons at your disposal (if you can find, steal, or purchase them, that is). In land-based combat you'll whip out Pistols, Swords, and Launchers, and during ship-to-ship battles you'll fire up Lasers, Missiles, and Plasma guns. Other items include Armor, Goggles, Demolition Charges, and Antidotes.

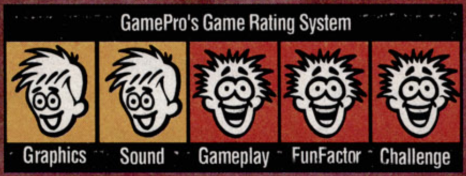


No one can hear you scream....

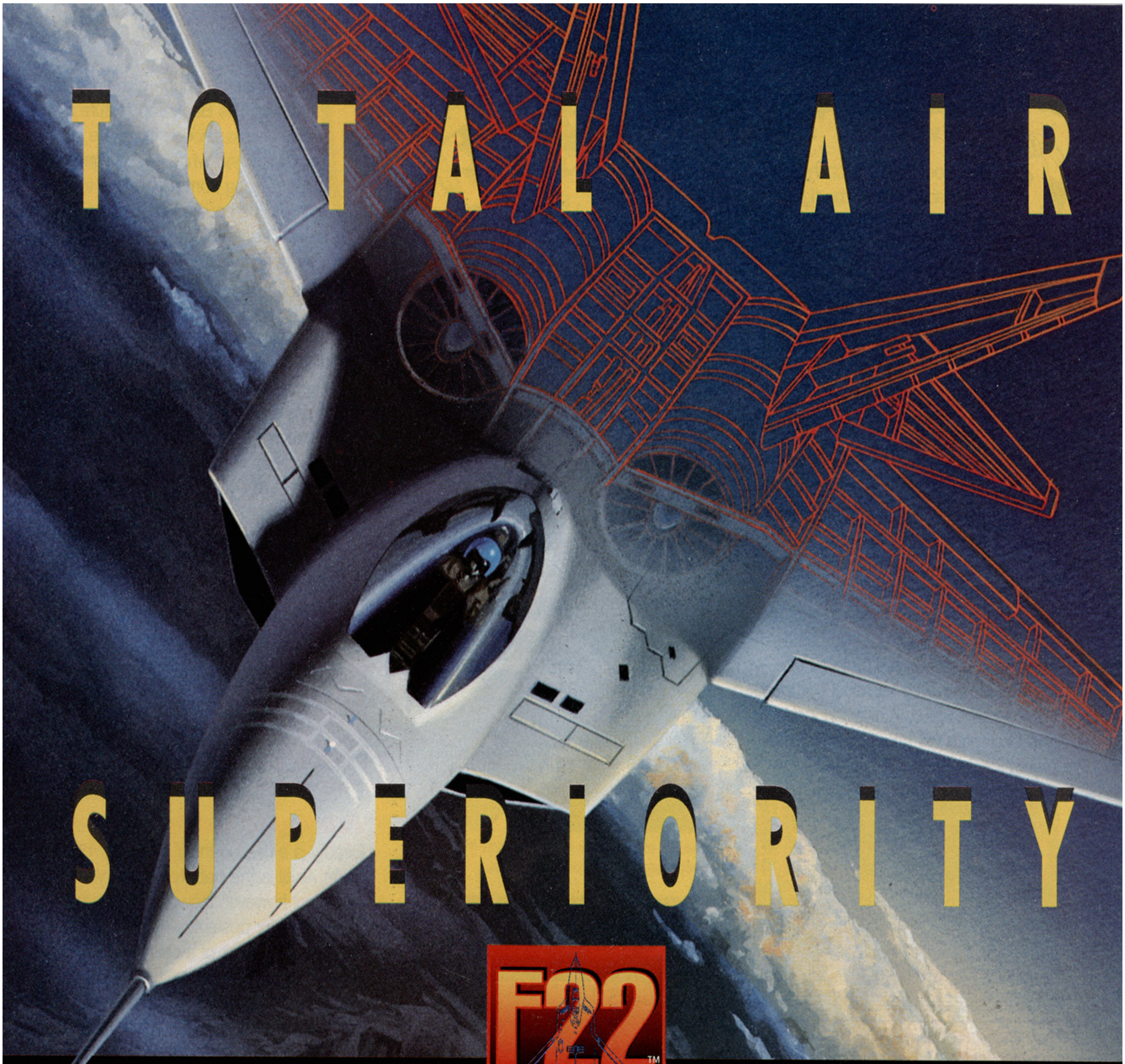
PROTIP: Arm your Desert Runner with a Crossbow pronto.

Bet on Buck

Buck Rogers: Countdown to Doomsday by Strategic Simulations and Electronic Arts is a classic example of RPG near-perfection. It's filled with fun and interesting graphics, killer weapons, scads of seriously nasty monster-types, and plenty of places to go and things to do. The repetitive non-stereo music needs improvement, but the sound effects make up the difference. Especially excellent is the two-part end fight. Even if you're unfamiliar with the Buck "space operas" of yesteryear, his console cart is a great place to start if you're ready to go where no Genesis gamer has gone before.



Buck Rogers: Countdown to Doomsday
by Electronic Arts, $69.95
Available December '91
8 megs + Battery back-up


TOTAL AIR
SUPERIORITY

F22 INTERCEPTOR™
ADVANCED TACTICAL FIGHTER

EA AIR FORCE™

The US Air Force won't have the F-22 until 1994, but the EA Air Force has it today! ☆ Take control of America's newest Air Superiority fighter in the first combat flight simulator for the Sega Genesis.☆ Hit the afterburners and roar into battle against multiple land, sea, and air targets in four areas of the world. ☆ Feel the G-forces pull at your body as you loop to close in on a MiG or turn to strafe a SCUD missile base. ☆ The F-22 has it all!

Evade anti-aircraft fire while dodging MiGs.

Choose internal or external views of your plane as you fly.

Air To SIDEWINDER
Heat Seeking
Missile
Password
C50021
Lives
Ammo
Fuel

Sidewinders, Mavericks, TOW anti-tank missiles - the F-22 packs a lethal payload.

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F22
INTERCEPTOR
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GENESIS

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F-22 Interceptor-Advanced Tactical Fighter by Ned Lerner and Gene Kusmiak.

SEGA GENESIS™

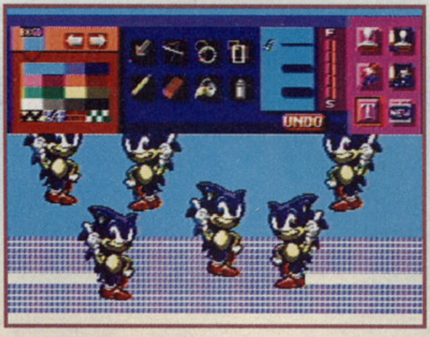
GENESIS PRO REVIEW

By Van Goat

Looking for a change of pace from all the fightin', shooting' , and blastin' on your Genesis? Well, now you can create rather than destroy with Sega's unique, graphic arts cart, Art Alive! In this simplified computer drawing program for art novices, there isn't a single Boss or nemesis in sight; however, video pals Sonic and ToeJam and Earl do make a brief and welcome appearance.

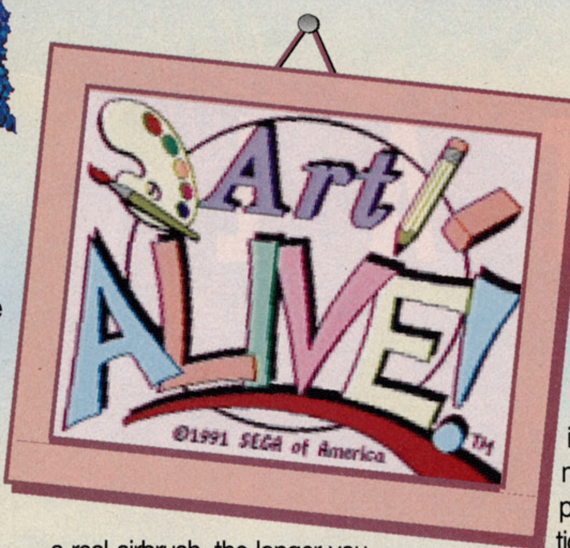
Electronic Easel

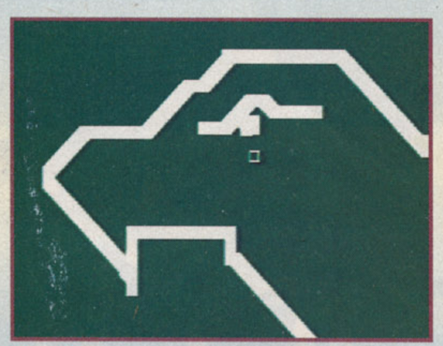
Art Alive! transforms your TV set into a video canvas on which you create visual masterpieces with a variety of drawing tools, colors, and animation options. You draw by using the control pad and an onscreen cursor, which appears as a crosshair, a pencil, or a spray can depending on the graphic tool you use. Anyone familiar with personal computer art programs will start drawing instantly, and beginners will take just a few moments longer to hit the paints!



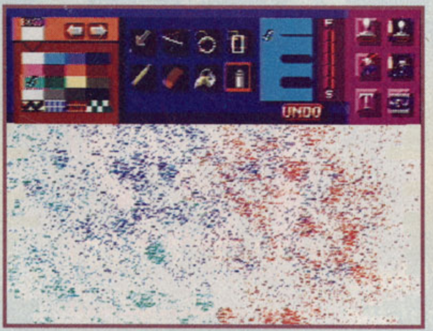
Everything you'll need to create a video masterpiece!

At hand are 8 tools to draw, paint, and create shapes. The most versatile is the Pencil, which you use for freehand drawing. The Eraser does what erasers do; however, here you can also use it as an illustration tool to add special effects. The Curve Tool creates precise, curvy lines. The Free-Form Tool creates straight lines of any length, which can be connected to create enclosed shapes. The Fill Bucket automatically fills any enclosed shape with one of 16 primary colors or 4 contrasting patterns. The Spray Can paints like an airbrush, and, as with a real airbrush, the longer you spray on one spot, the heavier the spray color. The Circle and Rectangle tools are self-explanatory. If you make a mistake with any Tool, a handy Undo feature enables you wipe out your most recent stroke.





Use the eraser as a "reverse pencil" for unlined shapes and special effects.



Experiment with airbrushing a variety of colors over the same section to create different shades and special effects.

Art Alive

Art Alive! earns its name with a collection of Special Features that breathe life into your artistic efforts. The Stamps option enables you to instantly imprint the screen with one of several well-rendered, predrawn pictures of people, animals, vehicles, or even Sonic the Hedgehog and ToeJam and Earl! You can also create an original stamp image with your art toolbox. The Backdrop feature allows you to choose from one of six black and white background images ranging from a coastline to the interior of a house, which you can color. Use the handy Text feature to add messages or descriptions to your illustrations.

The most fun feature of Art Alive! is the Animation function. Use it to make any Stamp image "live" with 5 preset motions or create a custom motion using your directional tools. Draw a radical, bizarro alien landscape and have ToeJam or Earl strut through it! Unfortunately, you can only feature one animated item at a time.

If only we could frame it ....

Painting by the Bytes

Beauty is a fleeting thing. One drawback of Art Alive! is the inability to save your creations; however, they can always be videotaped for posterity. Art Alive! is also too simplistic (think of a color video Etch-A-Sketch) and limiting even for accomplished digital artists, but that is clearly not the audience that this cart is intended for.

Art Alive! is a welcome change of pace from standard video game fare. It presents a stimulating and entertaining interactive activity for younger videogamers or aspiring computer artists, and as a primer to fully-powered computer drawing programs it's great! Who knows, a couple years from now, you just might be playing a video game illustrated by an Art Alive! graduate!

Art Alive! by Sega of America
$39.95
Available Now

R U A GENESIS GENIUS?

PART 3

You're brilliant, right? NOT!
Take the Genesis Aptitude Test (G.A.T.) and let's find out what you really know. Write the answers to questions 15–21* on your completed entry form, and send it in. You could score 3 new Genesis titles from Electronic Arts just for being a wiz.

And if the G.A.T. didn't hurt your head, flex your brain on the tougher questions in the PRO BOX. Write your answers to questions 1–4 on the separate entry form and you could win a trip to Electronic Arts to Play with the Pros.

*If you didn't answer G.A.T. questions 1–14—no problem. It's never too late to become a Genius!

G.A.T. QUESTION #15

Q:

F-22 IS:

A. The number on Adolf Schicklgruber's dog tags.
B. The best song on the jukebox at Floyd's Diner and Aquarium.
C. BINGO!
D. The first real jet flight simulator for the Genesis.
E. A very peculiar bra size.

G.A.T. QUESTION #16

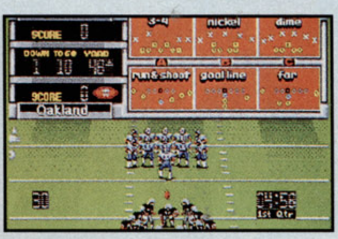
Q:

WHAT'S ONE OF THE WORST WAYS TO DIE WHILE PLAYING THE IMMORTAL™?

A. Get tied down by escaped lab rats and whipped with spaghetti (al dente).
B. Ask a flesh-eating sloth to dance.
C. Be served as the main course for a billion baby arachnids.
D. Get pummeled with various vegetables and fruit.
E. Call your Mom in to watch a gruesome ogre death.

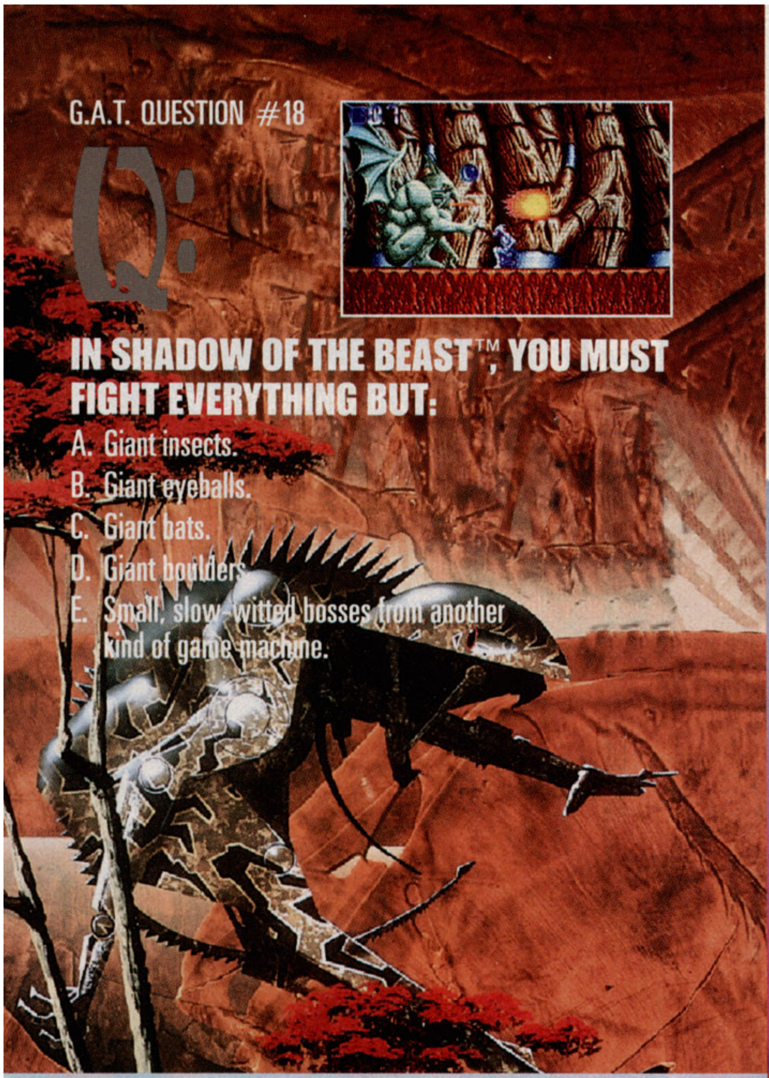
G.A.T. QUESTION #17

Q:



IN JOHN MADDEN FOOTBALL™ '92, THE NEW RUN & SHOOT OFFENSE IS:

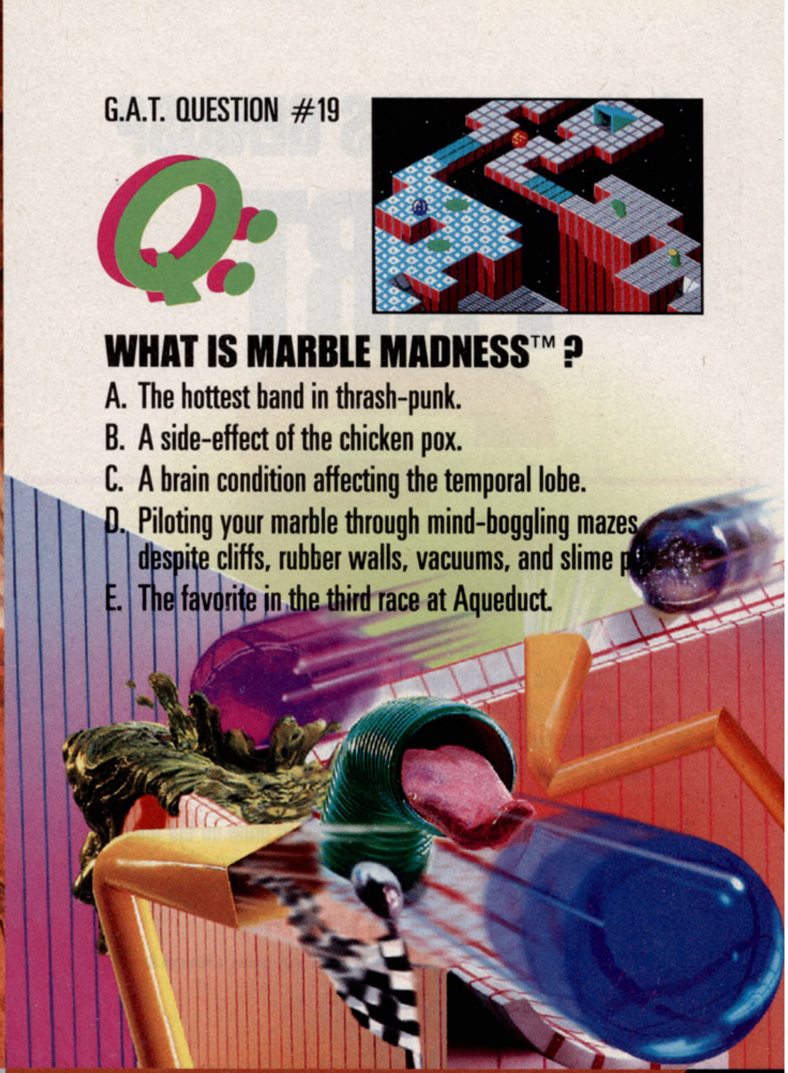
A. Essential in tough neighborhoods.
B. A good way to exploit a suffocating 3-4 defense.
C. Guaranteed to get you 5 to 10 at San Quentin.
D. Dangerous if opposing players have bazookas.
E. Better than Run & Fall Down.



G.A.T. QUESTION #18

IN SHADOW OF THE BEAST™, YOU MUST FIGHT EVERYTHING BUT:

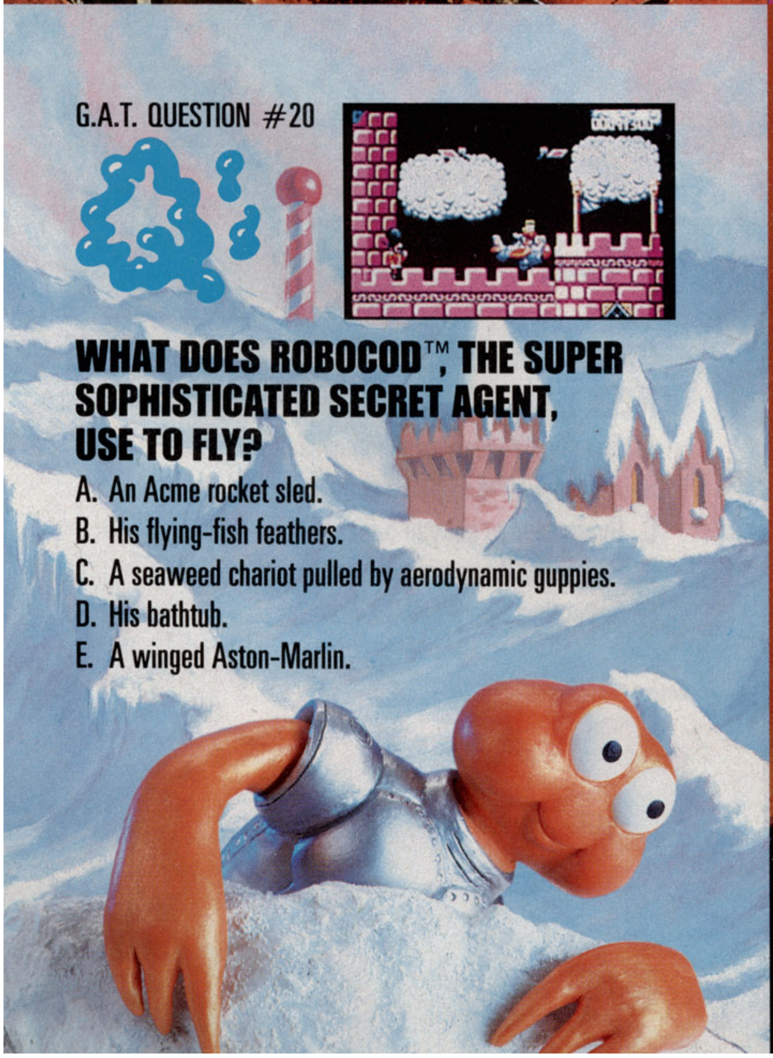
A. Giant insects.
B. Giant eyeballs.
C. Giant bats.
D. Giant boulders.
E. Small, slow-witted bosses from another kind of game machine.



G.A.T. QUESTION #19

WHAT IS MARBLE MADNESS™ ?

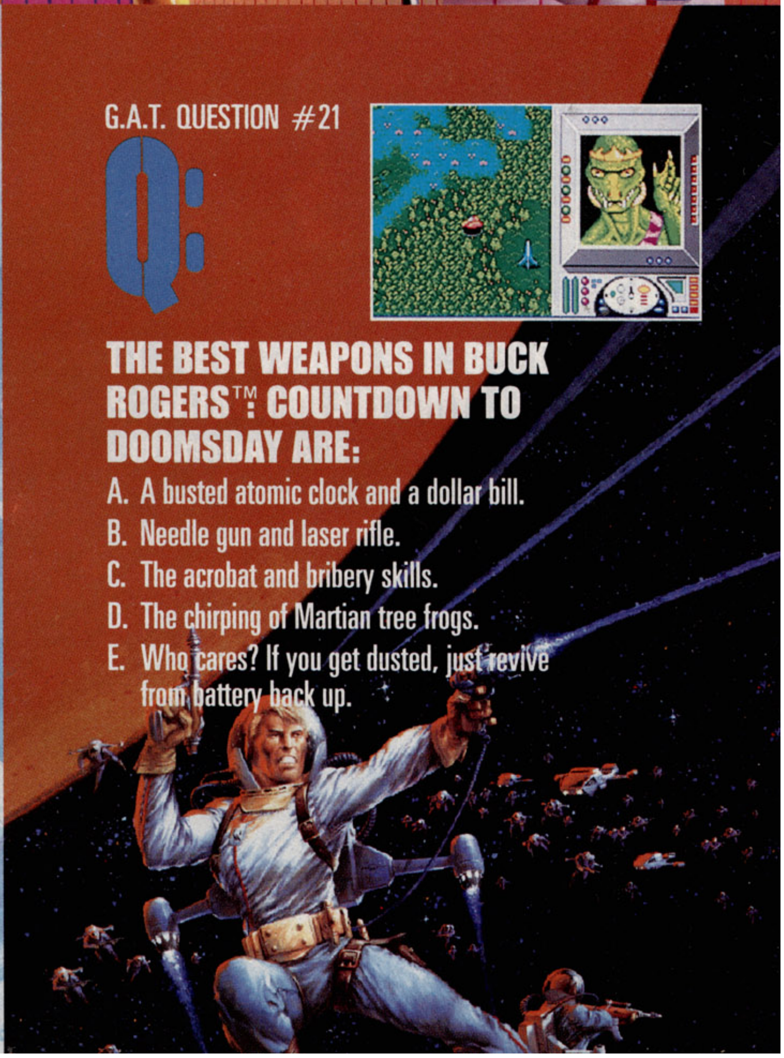
A. The hottest band in thrash-punk.
B. A side-effect of the chicken pox.
C. A brain condition affecting the temporal lobe.
D. Piloting your marble through mind-boggling mazes despite cliffs, rubber walls, vacuums, and slime p
E. The favorite in the third race at Aqueduct.



G.A.T. QUESTION #20

WHAT DOES ROBOCOD™, THE SUPER SOPHISTICATED SECRET AGENT, USE TO FLY?

A. An Acme rocket sled.
B. His flying-fish feathers.
C. A seaweed chariot pulled by aerodynamic guppies.
D. His bathtub.
E. A winged Aston-Marlin.



G.A.T. QUESTION #21

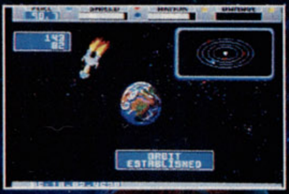
THE BEST WEAPONS IN BUCK ROGERS™: COUNTDOWN TO DOOMSDAY ARE:

A. A busted atomic clock and a dollar bill.
B. Needle gun and laser rifle.
C. The acrobat and bribery skills.
D. The chirping of Martian tree frogs.
E. Who cares? If you get dusted, just revive from battery back up.

PRO BOX

PRO BOX QUESTION #1

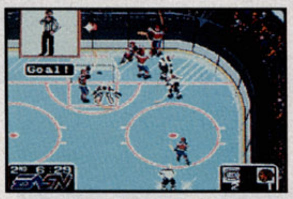
Q:


ORBIT ESTABLISHED

IN STARFLIGHT™, THE ________ IS THE ONLY ALIEN RACE THAT EATS HEADFRUIT.

PRO BOX QUESTION #2

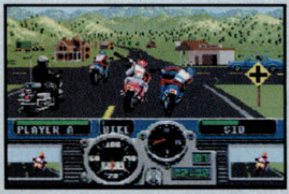
Q:



IN NHL® HOCKEY, WHAT DOES THE SCREEN SAY WHEN THE SAN JOSE SHARKS™ WIN THE STANLEY CUP®?

PRO BOX QUESTION #3

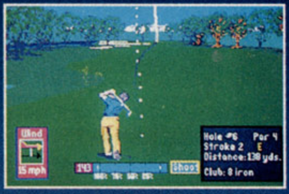
Q:


PLAYER A
BIKE

IN ROAD RASH™, WHICH RASHER APPEARS IN EVERY RACE?

PRO BOX QUESTION #4

Q:


Wind
15 mph
Hole #6 Par 4
Stroke 2 E
Distance:138 yds.
Club: 8 iron
Shoot

IN PGA TOUR® GOLF, WHAT MESSAGE DO YOU RECEIVE FROM THE ANNOUNCER WHEN YOU MAKE AN EAGLE?

PRO BOX

PRO BOX

PRO BOX

PRACTICE IS OVER. PLAY WITH THE PROS FROM ELECTRONIC ARTS.

ANSWERS TO G.A.T. QUIZ PART 2:

#8 D #9 E #10 B #11 A #12 D #13 A #14 C

WATCH FOR G.A.T. QUIZ PART 4

for the answers to G.A.T. Quiz Part 3.

PGA TOUR GOLF
ROAD RASH
HOCKEY
STARFLIGHT
MARBLE MADNESS
SHADOW OF THE BEAST
BUCK ROGERS
COUNTDOWN TO DOOMSDAY
F22 INTERCEPTOR
JOHN MADDEN FOOTBALL '92
WILL HARVEY PRESENTS The Immortal
JAMES POND II CODENAME ROBOCOD
SEGA
GENESIS

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Just fill out this G.A.T. quiz and mail it. Entries with 100% correct answers qualify for a drawing to win any 3 Genesis games from Electronic Arts, including these hot soon-to-be-released titles:

WHERE IN TIME IS CARMEN SANDIEGO?® —Carmen and her gang travel through time to steal treasures from the Middle Ages, the Renaissance, Imperial Japan and even the Present. Pursue the villains to their hideaways before time runs out.

JORDAN VS BIRD™ —Michael Jordan competes against Larry Bird in the ultimate basketball match up! Compete in three different events: One on One, Slam Dunk Competition, and 3-Point Shootout.

BLACK CRYPT™ —Battle the minions of Estoroth through a foresaken land and attack his dungeon stronghold. Innovative interface and real-time monster combat enliven the world of Black Crypt.

Your Answers

#15____ #16____ #17____ #18____ #19____ #20____ #21____

Name

Address Apt.

City State Zip

(   )

Phone Age

SEND COMPLETED G.A.T. QUIZ TO:
G.A.T. QUIZ, ELECTRONIC ARTS, 1450 FASHION ISLAND BLVD., SAN MATEO, CA 94404

Entry must be postmarked by 3/31/91, drawing will be held 4/17/92. Winner will be contacted by mail.

__________ I would like to be a Genesis game advisor to Electronic Arts. Give me a call sometime.

For answers to G.A.T. Part 3, call the Electronic Arts Hints Hotline 1-900-288 HINT. 95 cents for the first minute, 75 cents for each minute thereafter. Be sure to get your parent's permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

ELECTRONIC ARTS HINTS HOTLINE
1-900-288-HINT
ELECTRONIC ARTS HINTS HOTLINE

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ELECTRONIC ARTS®

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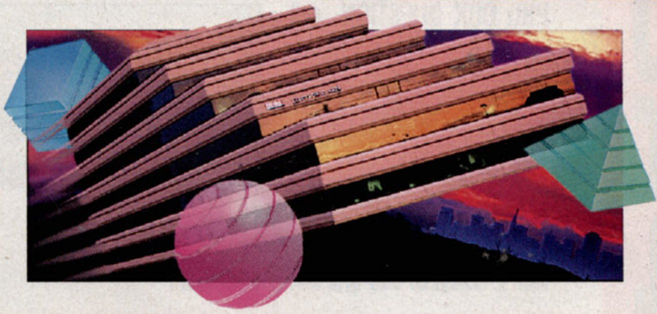


COME AND PLAY WITH THE PROS.

Win a roundtrip, all-expense-paid trip to Electronic Arts corporate headquarters in San Mateo, California! Spend the day playing with the EA Pros; find out how games are made; be an EA game consultant; and receive other great prizes.
Fill out the PRO BOX quiz, and send it to the address below.
You'll be automatically entered into the contest. No purchase required.

Your Answers

#1____ #2____

#3____ #4____

Name

Address Apt.

City State Zip

(   )

Phone Age

SEND COMPLETED PRO BOX QUIZ TO:
PRO BOX QUIZ, ELECTRONIC ARTS, 1450 FASHION ISLAND BLVD. SAN MATEO, CA 94404

One entry per person. All entries must be postmarked no later than March 31, 1992. Winner will be drawn on April 17, 1992 and notified by mail. Electronic Arts will arrange transportation and accommodations for the grand prize winner and a parent or guardian if the winner is under the age of 18. Some restrictions apply. This contest is not available to employees of EA, its affiliates, and their family members. Not valid outside the U.S. or where prohibited by law.

ELECTRONIC ARTS®

PRO BOX

PRO BOX

PRO BOX

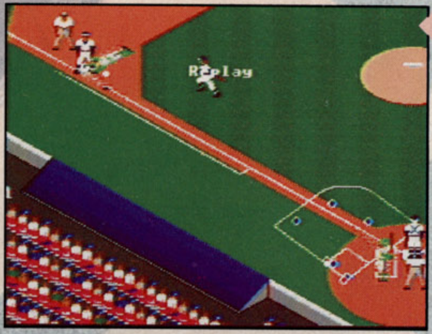
R.B.I. BASEBALL 3

By Fanatic Fan

Greetings, sports fans! Fanatic Fan here with a look at the latest installment in the R.B.I. Baseball series. Yes, there's another one! For R.B.I. Baseball 3 Tengen turned its attention to the Genesis, undoubtedly the best of the many R.B.I. games available.

The Gang's All Here!

Just like every other R.B.I. cart last year's Major League teams are here (1990 rosters), including the National and the American League All Star teams. But Tengen has added a special bonus this go 'round. All the league champions from 1983 through 1989 are here, which allows you to play some intriguing match-ups.



Rickey takes third!

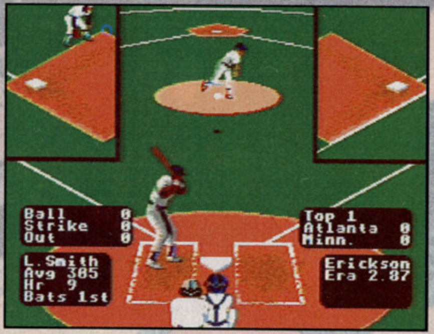
PROTIP: Oakland's 1990 ball club is a good team to learn with. They have it all!

One drawback to having older teams in a video game is that retired players require a different licensing agreement in order to use their names. Here fictional names replace many of the players you'd expect to see, although their stats remain in the game.

Sights for Sore Eyes

Real player names and stats are half the battle when creating a good baseball game. Unfortunately, that's all you usually got in an R.B.I. game. Graphics and realism were always secondary. Not so in R.B.I. Baseball 3!

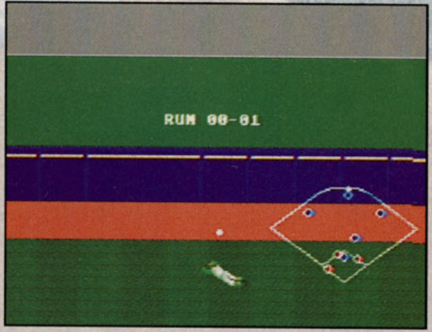
R.B.I. 3's graphics fare well against the current measuring stick – Ballistic's Hardball! – also for the Genesis. The players are detailed and have the correct uniform colors. The pitcher/batter confrontation screen is spectacular, and the on-field graphics, where most baseball games usually falter, are solid.



RBI 3 has impressive graphics. Check out the pitcher-batter screen!

Sounds to Cause Sore Ears

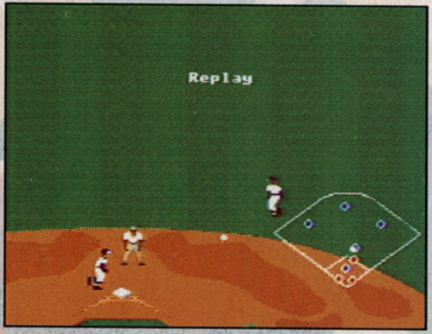
Although the graphics sparkle on this cart, sound is a mixed bag. The sound effect of the bat smacking the ball is great, and the background music is generally unobtrusive (plus it can be turned off). Unfortunately the umpire voices are a major bummer. The home plate ump sounds robotic, and the on-field umps cough out weak "foul" and "safe" rulings as if they're choking on furballs.



I've fallen and I can't get up! An Oakland A's outfielder misplays a flyball.

PROTIP: Use the Easy level for batting and fielding practice – the computer's in the Pee Wee League here. Medium is good once you've mastered fielding, because there are no ball markers to spot fly balls. Don't let the Hard level scare you away – it's not impossible.

PROTIP: Right-handed pitchers should use the outside fastball against right-handed batters and the inside fastball against lefty hitters. These pitches tend to generate a lot of easy grounders to your shortstop and second baseman. Lefty pitchers should go with the outside fastball versus lefties and the inside cheese against the righthanded batters.



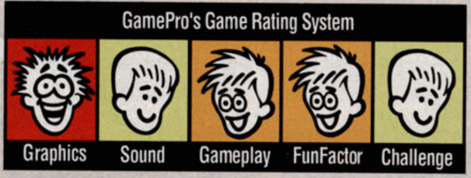
You'll get an instant replay when you make a great play.

Something Old, Something New

R.B.I. 3 is set for a brand new season, but it retains some traditional R.B.I. tendencies. Tengen finally included the ability to dive or jump for a ball. Hallelujah! It ain't baseball if your guys stand there like robots! You get the same behind-the-batter perspective when pitching or hitting, and three-quarters birds-eye look when the ball is hit. Pitching is still the same mix of fastballs and "squiggle" pitches. With a behind the batter perspective, it's nearly impossible to do much else.

Let's Play Two!

There are no surprises in R.B.I. Baseball 3, other than the incredible graphics. Tengen has taken some major league steps since the release of their Nintendo baseball classic, sooner or later they may just hit one out of the park. So stay tuned, sports fans!



R.B.I. Baseball 3 by Tengen
$54.95, Available now, 4 megs

GENESIS PREVIEW

THE TERMINATOR

By The Missing Link

Virgin Games has been hard at it prepping for the release of the long awaited 16-bit version of the Orion Pictures smash high tech sci-fi flick, the Terminator. To enlighten the few who aren't hip to the Terminator saga, here's a quickie re-hash.

The setting: It's a post nuclear world dominated and run by an evil force of mechanized beings called Terminators. The cast: In this video version you jump into the guise of the movie hero, Kyle Reese. Reese is the man chosen to go back in time to save Sarah Connor from meeting an untimely demise. The zinger plot twist: If you don't save Sarah, she won't give birth to her son, John Connor, the man who, when he grows up, leads an uprising against the evil Terminators.

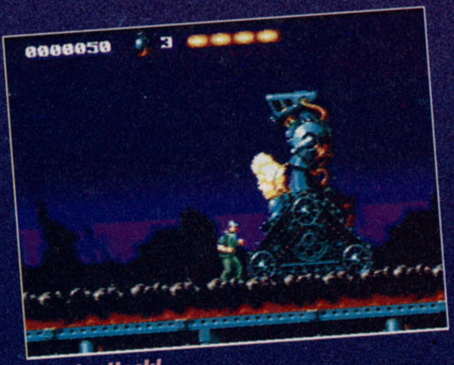
An Appetite For Destruction

The gang's all there, Kyle Reese, Sarah Connor and, of course, that infamous robo-nightmare, the Terminator. Your robo man-hunt covers six explosive levels of hardcore running, jumping, climbing shoot-the-heck-outta-'em action. It's a one man show as you face ambushes from both land and air by helicopters, uniformed vigilantes, and massive mechanized creatures of destruction. Incredible free flowing graphics and digitized movie stills brilliantly recreate this sci-fi movie classic in the gaming format.

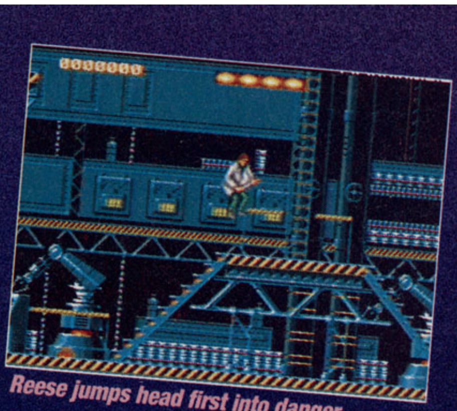
He Already Came Back... But Who Cares

O.K., O.K., so Terminator 2: Judgment Day's already hit both the movie and the video screens. Virgin Games' 16-bit video wonder based on the first movie is on the way, and man-oh-man is this bad boy looking tough! Keep your eyes open for the final version – you may just want to get yourself terminated.

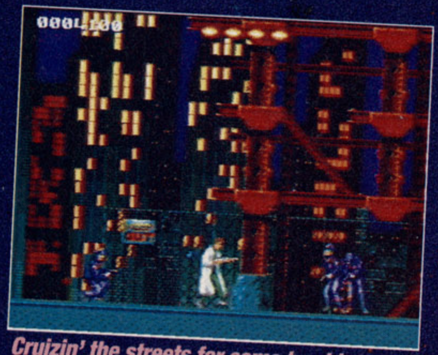
The Terminator by Virgin Games
$59.99
Available January '92, 8 megs



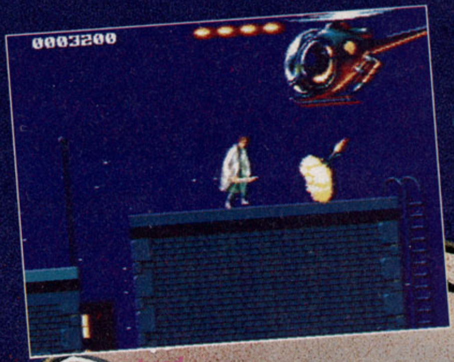
Mech-attack!



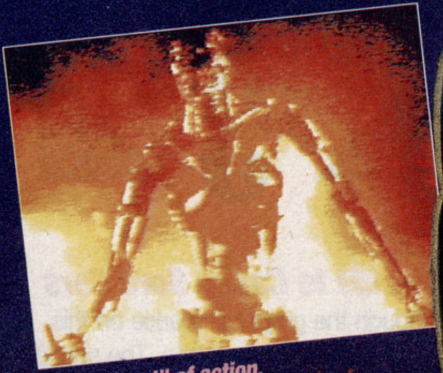
Reese jumps head first into danger.



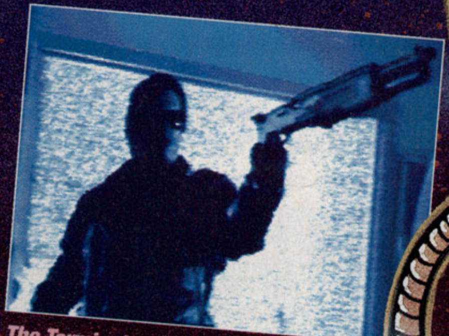
Cruizin' the streets for some trouble.



Mind your head.

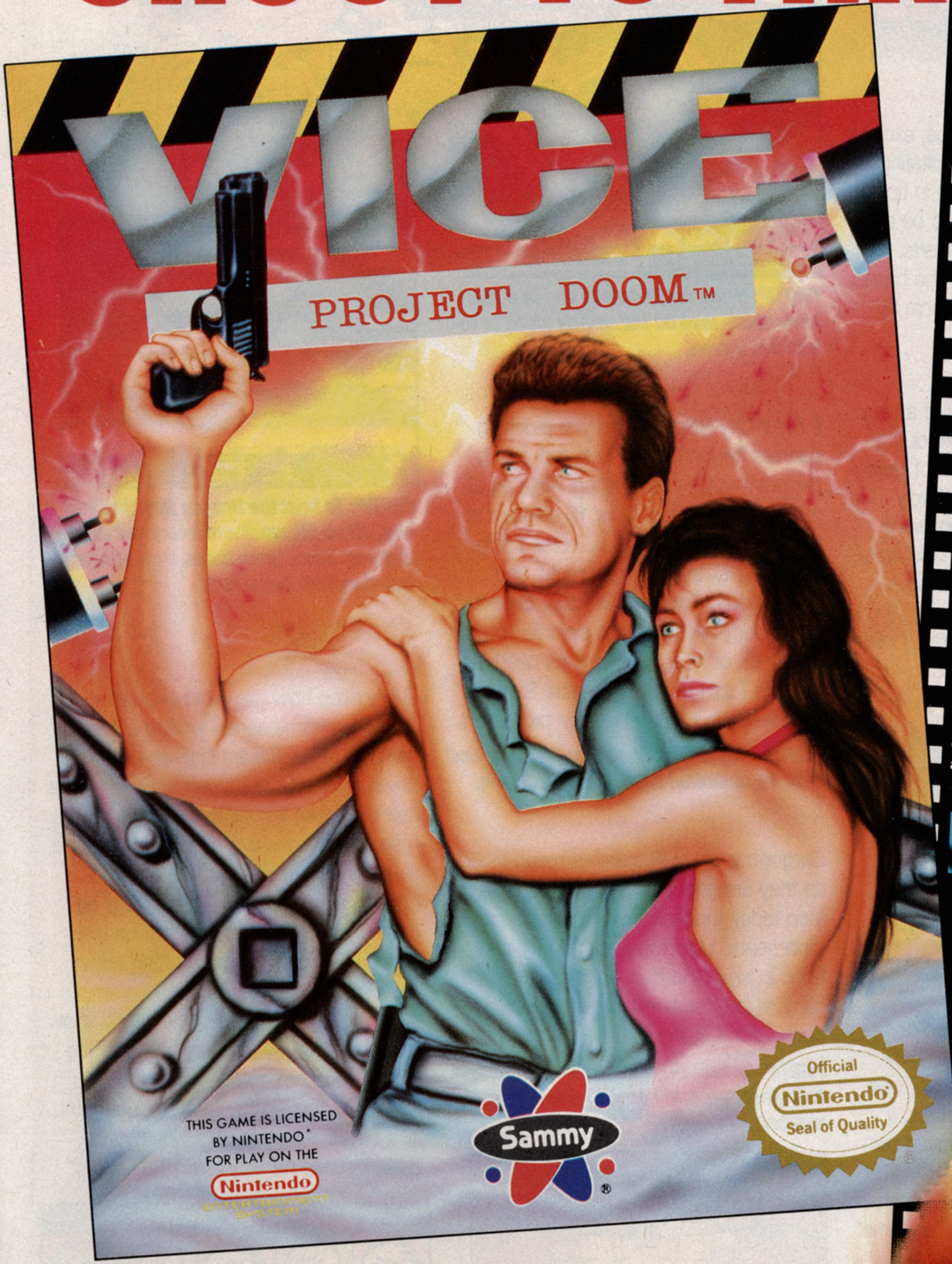


In the "heat" of action.



The Terminator!

SHOOT TO THRILL!


VICE
PROJECT DOOM™
THIS GAME IS LICENSED BY NINTENDO® FOR PLAY ON THE
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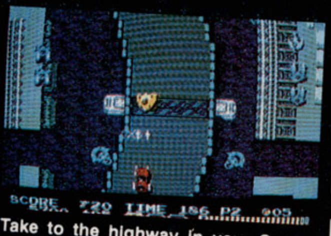
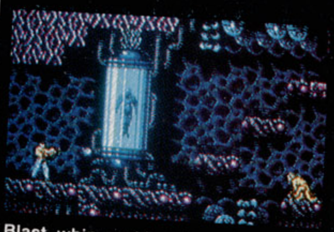
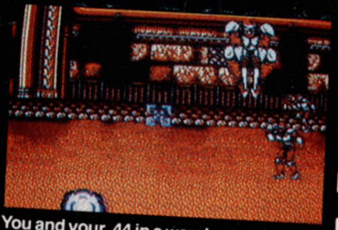
ENTERTAINMENT SYSTEM
Sammy
Official
Nintendo
Seal of Quality


SCORE 720 TIME 186 P2 005

Take to the highway in your Super-Charged Street Machine!



Blast, whip, and bomb your way in to action!



You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.

A storyline to keep you plastered to the action.

Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

American Sammy Corporation
2421 205th St., Suite D-104, Torrance, CA 90501
PHONE: (213) 320-7167 • GAME TIPS: (213) 320-7362

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SUPER NES

PRO REVIEW

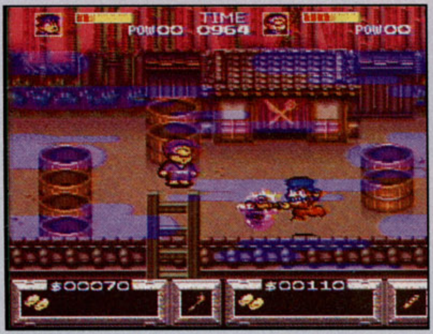
The Legend of the Mystical Ninja

By Slasher Quan

Ohmmmmm...oops, excuse me, I was just meditating. You must usually be in tip-top mental and physical condition to be a true master of the video martial arts. However, that's not completely the case in The Legend of the Mystical Ninja by Konami for the Super NES.

Bushido Brothers

One or two players take control of a team of heroic ninja boys, the dynamic duo of Kid Ying and Dr. Yang. The town of Horo-Horo was ransacked by the dastardly Dragonbeast, and all the villagers went nutzoid when the Beast's right-hand lizard, Silver Serpent, cast a mind-mushing enchantment. Now you (as Ying or Yang) or you and your buddy (Ying and Yang) must smack them back to their senses.



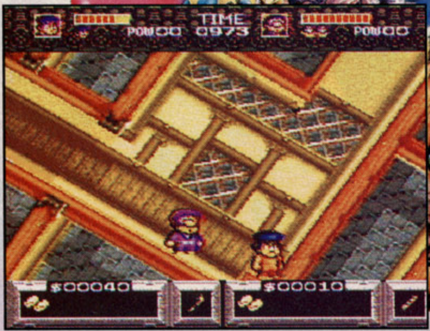
Ninjitsu to the rescue.

When it comes to comical bop-n-bash, Ying and Yang know ninjitsu. They stomp through 10 Mystical Warlock Zones, which are each divided into two areas: a gold-gathering, clue-tracking overhead section and a side-view fight-to-the-finish. The game has passwords and unlimited continues, and your partner can "join in" any time.

Tools of the Trade

Mystical Ninja represents a mishmash of Japanese and American martial arts culture. For example, Ying and Yang are trained in Pipe, Yo-yo, Flute, Whistle, and even Piggy-back attacking techniques. Weird but effective.

PROTIP: Press Up to sneak behind the background.



PROTIP: If you reach a dead end in a side-view maze, leap on the switch block to rotate the screen.

Shop 'Til You Drop

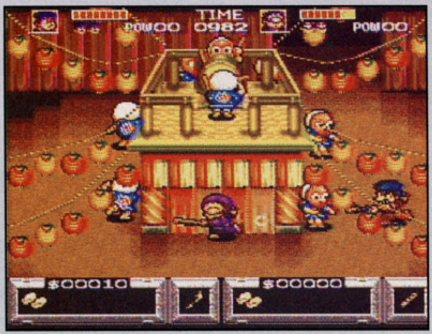
If River City Ransom had you pinching pennies for the best in kick-and-punch gadgetry, you'll find Mystical Ninja an all-out spending-spree. Over 16 different attractions (such as casinos, horse tracks, and saunas), stores, restaurants, and game rooms (featuring Gradius, Breakout, and others) are waiting to swindle you out of a buck or two. Buy items as needed, such as Pizza to restore health, Sandals for speed, and Straw Hats for protection.

PROTIP: Play Uncle Chan's Pop Quiz over and over for unlimited cash. What a bargain!

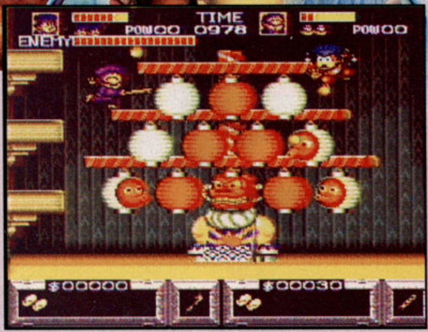
Villainous Vermin

Dragonbeast's bullies are as mean-fisted as they are good-looking. Ying and Yang face topsy-turvy clowns, robo-samurais, blob-headed black belts, and screen-filling bushido bosses. Locales include a carnival, an amusement park, a riverside dock, and a freaky forest.

PROTIP: Reflect the Level One boss ghost's bolt blasts back at her with your Mystical weapon.



PROTIP: Defeat all the egg-face guardians of the Level Two grandstand and a secret exit appears.

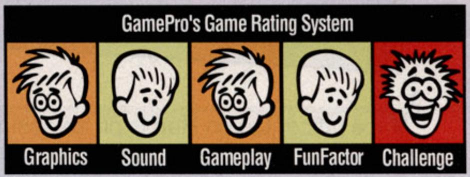


PROTIP: To beat the Dragon Boss in Level Two, climb his mast and knock out the lanterns. Then, jump down, turn around, and slam him in the face.

Strange Ninja in a Strange Land

Ever notice how the most popular Japanese game series tend to arrive in the U.S. several years late, and some never appear at all? Mystical Ninja is one that did make it over, but the cart seems more like a sideshow than a video game, that is, plenty of distractions and too-bouncy ninja fighting. The graphics are colorful and well animated, but on the whole you don't get the "cutting edge" feel of other martial arts titles.

Ying and Yang put on a cutesy show of tough cartoony sluggery, but if you're looking for more complex video ninjitsu for your money, better save your strength 'til a true "master," such as Ryu Hayabusa, slashes his way into 16-bit dojos.



The Legend of the Mystical Ninja
by Konami, Price unavailable
Available January '92

SUPER NES PRO REVIEW

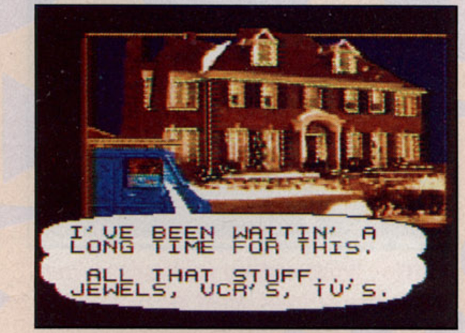
HOME
ALONE
SNES

By Monty Haul

Some burglars, no matter how inept, never seem to learn their lesson. Such is the case with Harry and Marv, the goofy crooks who unsuccessfully tried to clean out the McCallister family homestead in the top-grossing slapstick flick of all time, Home Alone. Now they're back to take it in the face, body, and crotch on your Super Nintendo.

Send in the Cronies

For whatever reason, young Kevin is home alone for the holidays once again so the "Wet Bandits," out on parole from the state pen, call in the posse to enact a long-overdue payback. Thugs of every shape, size, and description are prowling the halls of our young hero's house in search of the McCallisters' most prized possessions. You must help Kev thwart the thieves in this side-view item-grabbing cart from THQ.



I'VE BEEN WAITIN' A LONG TIME FOR THIS.

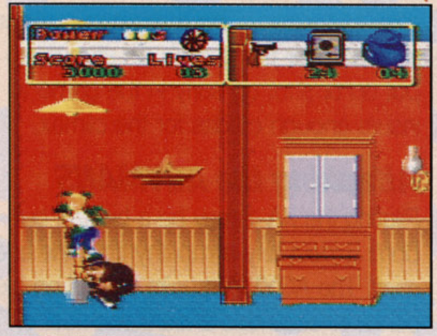
ALL THAT STUFF... JEWELS, VCR'S, TV'S.

Harry and Marv are making a list and checking it twice.

Trapping the Boobies

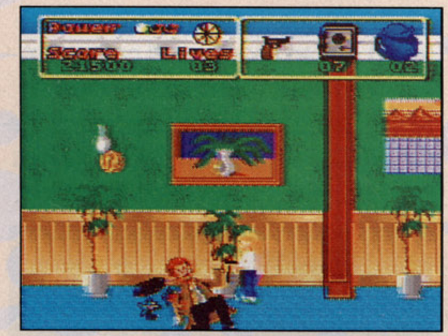
Kevin must hide the McCallister valuables in a safe place (the vault) so he roams around four wings (levels) of his house, grabs as many family treasures as his backpack can hold, and tosses 'em all down the laundry chute. Each wing has two floors and many rooms, including bedrooms, bathrooms, and playrooms, and each holds a different variety of treasures, such as toys, electronics, and rare pets.

Kevin's a kid genius when it comes to masterminding felon-foiling traps. His devices are cocked and ready to spring – you just have to figure out how to trigger each slip-up. Kev can also splash thugs with a water pistol, bop them with baseballs, snipe at them with a sling-shot, and bonk them with a BB gun. His weapons usually disable the crooks momentarily.



PROTIP: Leap-frog over smaller burglars while they're stunned.

PROTIP: Eliminate the white-suited hat-tossers altogether with baseballs.



PROTIP: Lead thieves into piles of toys to wipe them out.

PROTIP: Use the "domino effect" to execute many of Kevin's deadliest booby-traps. For example, bounce the bowling ball and the vibrations will drop a trophy on a gangster's head. You can also put banana peels and buckets of paint to good use.

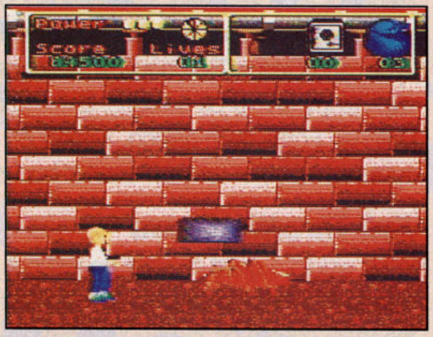
Kevin's Collectible Delectables

Young taste buds crave one food more than any other, Pizza. Kevin earns an extra life when he munches eight slices or an entire pie at once. Cookies are great in-between-meal snacks because they restore a lost hit point. For that "manly" feel, slap on some Aftershave and become a temporarily invincible nine-year-old. Oh, the joys of kiddie video-game fantasies!

PROTIP: While you're invulnerable back-track to take out the toughest thugs.

Closet Nightmares

Most children are afraid of dark places and Kevin's no exception. His worst fears come to life after he stashes enough valuables to clear a level. He must then brave the cellar and confront creepy things like rats, bats, spiders, ghosts, and the occasional boss nightmare.

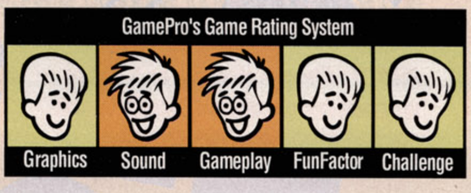


PROTIP: Flatten the giant tarantula at the end of Level Two with the cinder block .

PROTIP: Study the movement of Level Three's spooks before making a dash for safety.

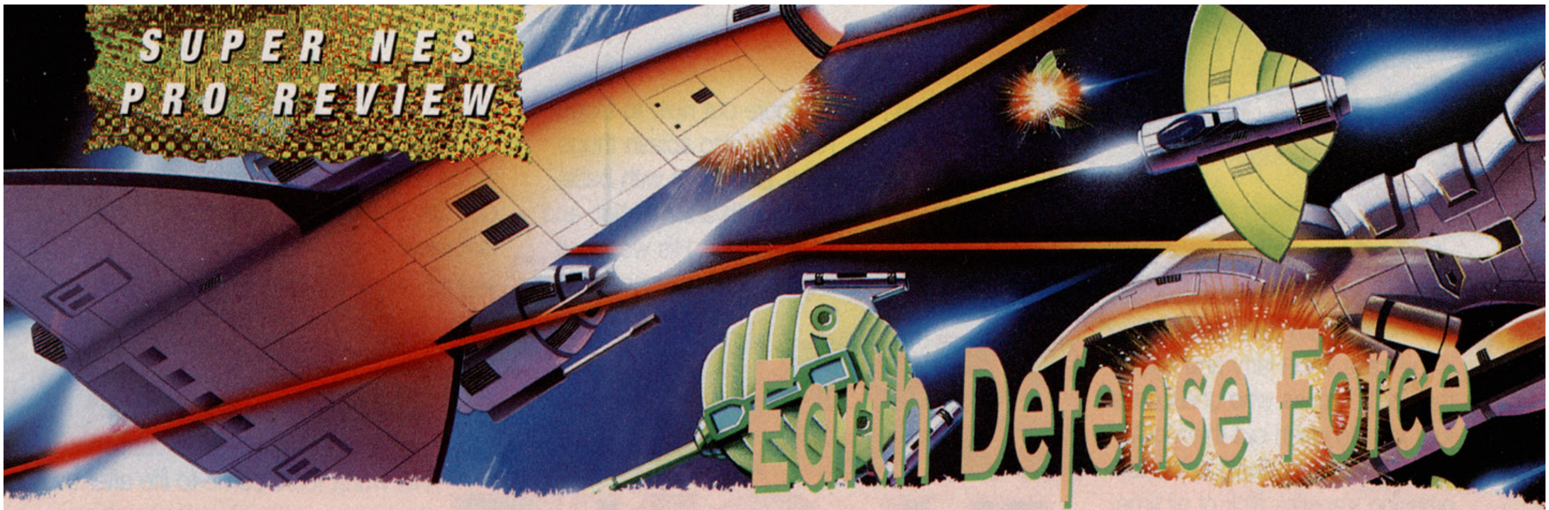
No Babysitter Required

Although gameplay and challenge fall short in comparison with more demanding 16-bit titles like Super Mario World, fans of Bart vs. the Space Mutants for the NES will enjoy the easy-going style of Home Alone. It has the same predictable but amusing run, jump, and snatch fare. Harry, Marv, and the gang are graphically unremarkable, but the "Nutcracker" theme music is fairly well-scored. If you're Home Alone you might find this one's a steal!



Home Alone By THQ
$55
Available December '91, 4 megs

SUPER NES PRO REVIEW



Earth Defense Force

By Boss Music

Your friendly neighborhood space invaders have your Super NES locked in for plenty of arcade-quality side-view shooters. U.N. Squadron, Gradius III, Super R-Type, and Darius Twin have already gone zap-happy on 16-bit screens. Enter Earth Defense Force from Jaleco, a seriously super competitor for your blaster bucks.

Full Throttle Ahead

What would a great shooter be without a swarm of world-chomping aliens? Earth is the main course on the AGYMA Empire's interstellar menu, and the predictably inadequate Union of Federated Planets can only muster one last-gasp line of defense: the XA-1 supership, a.k.a. Earth Defense Force. Only experienced shoot-out studs need apply for this mission.

Gunning for Greatness

You can talk tough and claim to be an ace of the skies all day, but the XA-1's custom-tailored arsenal provides plenty of frenzied firepower to prove who's really got the right stuff. At the start of each level you pick your firepower from eight primary weapons, such as the Vulcan, Photon, Grenade, and Atomic guns. In addition, a pair of satellite cannons attach to your ship. As you destroy enemies and score points, your shooting strength increases, as do uses for the satellites.

PROTIP: Choose Homing or S-Laser as your weapon for maximum effectiveness against clusters of opponents.

PROTIP: Use the satellites to block enemy fire.

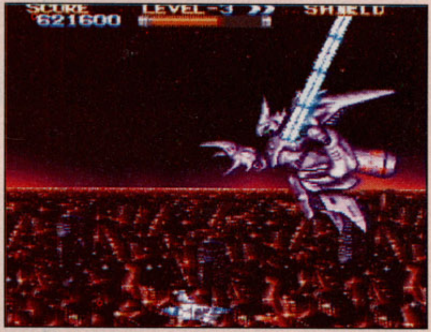
PROTIP: Power-up to level five and the satellites gain a deadly homing ability, great against bosses.

PROTIP: When one weapon advances a level, they all do.

The E.D.F.'s shields can absorb one to three hits, depending on your option menu selection. Only three continues are allowed over the game's six stages, so put up or shut up early in the game to insure enough credits for the climax.

Attacking the AGYMANS

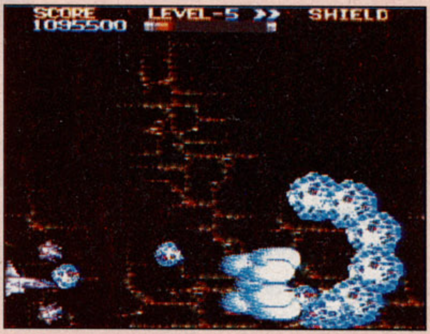
Piloting the XA-1 may be a breeze, but don't expect any sympathy from the enemies. The AGYMA empire spared no expense to assemble a fearsome fleet of hero-busters worthy of any sharpshooter's effort. The death squads look nice, too, and the visuals plus fine music put on a snazzy show. Some of the more riveting locales include the bright lights of an infested city, an underground naval graveyard, and the amazing space bordering AGYMAN headquarters. However, sometimes E.D.F. suffers from SNES graphics overload, which slows down the action.



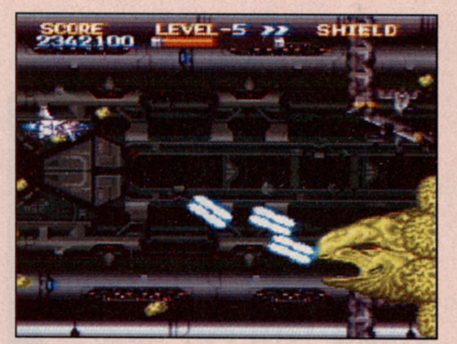
PROTIP: Circle around Stage Two's robo-insect gladiator and give the trigger a squeeze while dodging its beams.

PROTIP: Shoot the submerged scorpion sub's head with your homing satellites, but recall them to block the sub's heat-seekers. When it rises from the water, use the same strategy but stay as far away as possible.

PROTIP: To pulverize the guardian mech at the end of Stage Six, shoot the core while avoiding its fireballs, lightning, and assorted laser attacks. Have the satellites handy for defense.



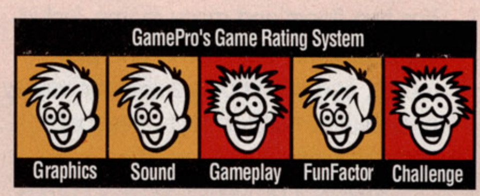
PROTIP: Dodge the Stage Five crystalline snake's debris and target its head.



PROTIP: While making your escape from the falling fortress, blast the bird of prey in its beak.

All Fired Up

After all is said and done, a space shooter needs great gameplay to call itself truly super. E.D.F. isn't the hottest of the hot, but it will surely satisfy video kamikazes looking for a Super NES assignment. It's no shot in the dark, Earth Defense Force is a winner.

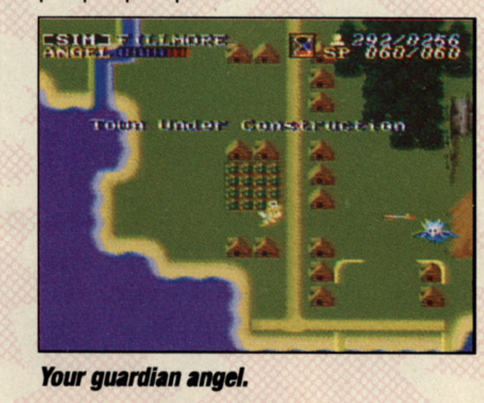


Earth Defense Force by Jaleco
$59.95
Available Feb. '92, 8 megs

ACTRAISER

By Feline Groovy

Another day another demon. In Actraiser by Enix, you take on demon-of-the-month, Tanzra, and his ugly band of beasts. The big T's turned his pals loose on a population of helpless humans, causing them to lose their faith and their will to carry on. You've been selected to be all things to all these people: deity, protector, provider, restorer of peace, the whole works. It's a rough and tumble kinda' job, and nobody's going to let you off the hook until your people prosper.



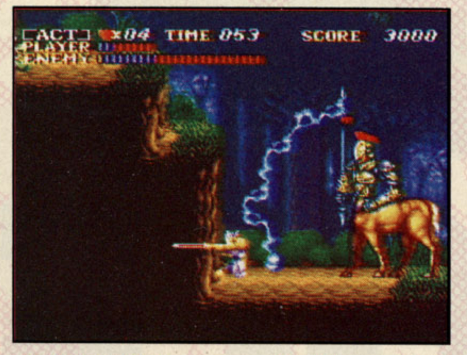
Your guardian angel.

How You Play the Game

Your partner, a pre-pubescent Harpo Marx look-alike, beckons you to the Sky Palace for a quick briefing, then it's off to monsterland. Actraiser's gameplay is a hybrid of that from Populous and Ghouls 'N Ghost, minus the long range weapons. You duel against time and monsters in six, side scrolling regions: Fillmore, Bloodpool, Kasandora, Aitos, Marahna, and Northwall. Between battles you direct the angel through a menu driven sequence where, from an overhead perspective, the two of you perform more tasks than you'd probably care to remember.

Your people are weak – they can't do nothin' for themselves. These weenies want you to kill monsters, command natural phenomenon such as lightning to clear rocks off the land for planting, teach them bridge-building – the list goes on. These sequences easily eat up five to ten minutes, which, if you're hot for fast moving hack-and-

tunately tedium does not come without its rewards. The bigger and stronger their population becomes, the more goodies (magic spells, explosives, etc.) the people will offer in thanks. Call it mutual back scratching. Without their population growth or offerings you won't gain the experience points or the power to move onto the next level.



PROTIP: Ridding yourself of the armor-clad centaur (first level boss) is simple. Begin by luring him to the far left of the screen. Kneel down close to the wall to avoid his lance and lighting bolts. Once he finishes an attack, run out and slash away. It's a sure fire win after ten, or so, repetitions.

Beasts for Every Occasion

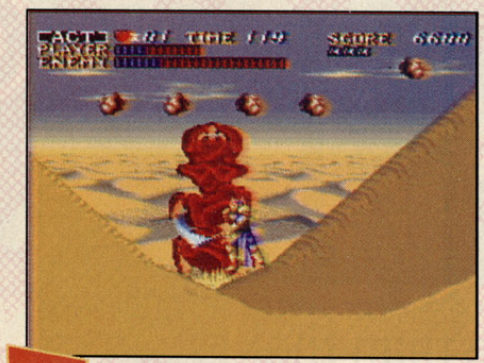
You swing a bulky broadsword, and although it's powerful it lacks range. To remedy this shortcoming practice swinging from both the standing and the squatting position, as enemies approach you.

Every level is a visual feast. The terrain (desert, forest, etc.) and color scheme are completely different in each level, and you never run into the same creatures twice! The graphics are so hot, – they're molten! And, the music's so crisp you'd swear there's a mini-orchestra accompanying the gameplay.

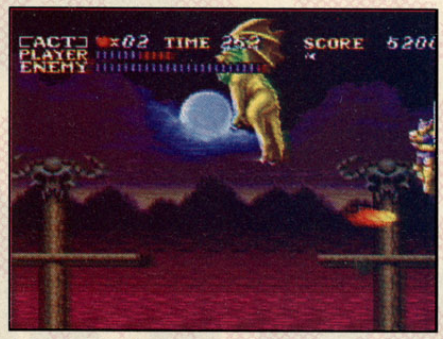
PROTIP: Save magic for the last three level bosses.

PROTIP: Follow this pattern when battling the"King-Tut" level boss. Begin by running towards him and slashing him. Then turn around and run towards the faces which

hang on the wall, taking care to jump over the fire they spit at you.



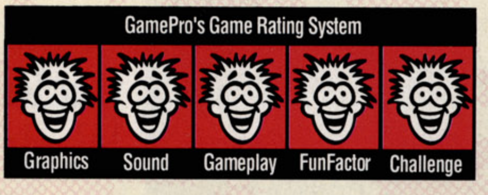
PROTIP: Stay close to the center of the sand pit when fighting the giant insect level-boss Kasandora. You won't be able to avoid taking damage, however, you can jump over its pincers before they close in on you. It's also the best location to be in for the aggressive, up close attack which you need to destroy him.



Thrown to the lion.

Fantasy at Its Finest

This is Enix's "first born" into the SNES family, and there's much to be proud of in this baby. The eerie, mystical mood of Actraiser makes you feel as if you just slipped into the pages of a J.R.R. Tolkien novel such as "The Hobbit." There is more time to complete the action sequences in this version than there is in the Japanese version, which makes it a bit easier on the nerves, though not on the thumbs – the combat challenge is still awesome. Should you emerge from the current 16-bit hardware wars as a Super NES owner, you absolutely, positively have to experience Actraiser – whatever an Actraiser is.



Actraiser by Enix America
Price not available

THIS IS

BALLISTIC.

This is power.
This is control.
This is graphic.
This is energy.

This is Ballistic.™
A new line of games.

High-end games.
Created to redefine

CREW
FUEL
REFUEL
THRUST
TURN
SPEED
RANGE
DAMAGE
Glory Device

Explosive comba

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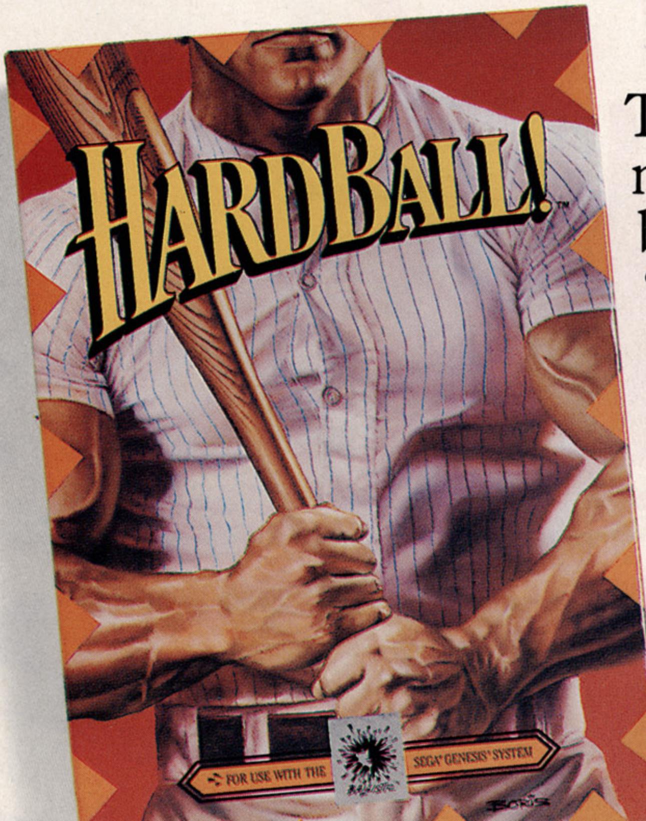
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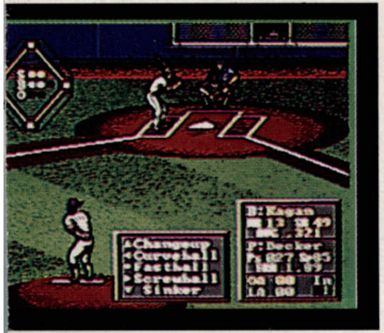
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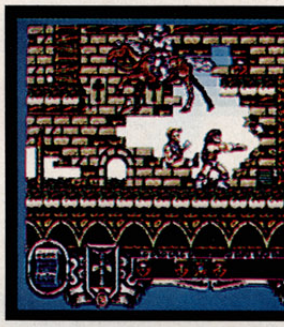

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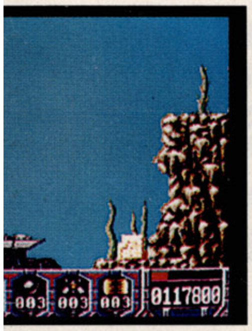

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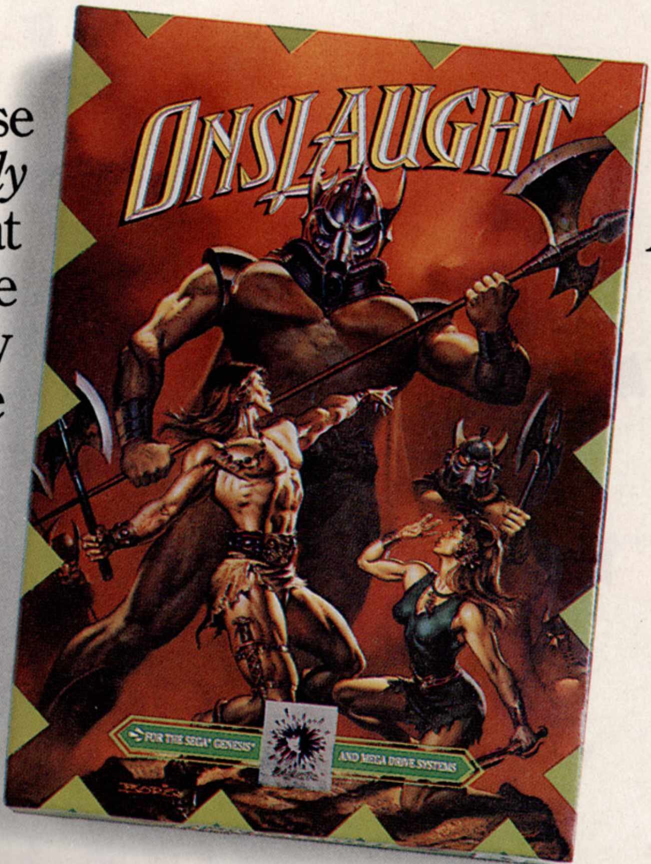

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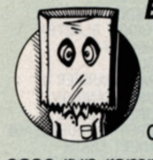
SUPER NES PRO REVIEW

LAGOON

By The Unknown Gamer



The peaceful land of Lakeland is infested with demons. Sickness and disease run rampant throughout the country – it's no longer what you would consider a "nice" place to live. But it used to be...

Many years ago, an evil spirit was making trouble in the area, and the gods vanquished the flying nasty with the sacred Moon Blade sword. To help restore peace to Lakeland, the gods brought two babies to the land; one who represented the forces of Light and another who represented the forces of Darkness.

A sage named Mathias was responsible for bringing up these two kids as equals to balance the forces of Light and Darkness. But before ol' Mathias had a chance to decide whether he was going to use cloth or disposable diapers, the evil Zerah kidnapped the child of Darkness.

Mathias raised Nasir, the child of Light. Fourteen years passed quickly (time tends to fly in fantasy role-playing games). One day, an evil spirit appeared and muddied the water. The people of Lakeland were very dependent on this water, and there was no Perrier available, so they became sick. And that's where you come in...

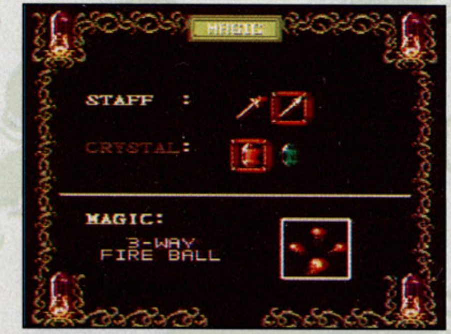
The Quest Awaits

Lagoon by Kemco-Seika is a fantasy role-playing, action game in the Ys tradition. If you've never played any of the Ys carts, the closest thing in the Nintendo world would be Legend of Zelda.

You take the role of Nasir, the child of Light, and embark on a number of quests – ultimately leading you to the evil forces that possess the water of Lakeland. As you win battles and travel throughout the land, you gain gold and experience (as in a traditional fantasy role-playing game), but when you fight your battles, you really have to swing the sword or use magic – as opposed to selecting a command such as "Fight" or "Cast Spell." You can talk with people to gain clues (although the characters in this game speak fairly poor English) and purchase items in stores to aid you in your adventures.

Making Magic

Like any FRPG, there is magic in Lagoon. The magic system is extremely simple – it's based on four staffs and four crystals which you find on your journeys. Combining a crystal with a staff produces some sort of magic blast (for instance, plopping a Wind Crystal on the Sky Staff will produce a three-way fireball). Using magic costs you magic points, and magic points replenish, as do hit points, with rest.



MAGIC

STAFF :

CRYSTAL:

MAGIC:
3-WAY
FIRE BALL

"Your staff can produce great magical blasts, such as the Three-Way Fireball, if you have the right crystal."

PROTIP: In Phillips Castle, hide behind statues when you have to rest to regain hit points and magic points. The statue blocks enemy attacks – especially the fireball blasts of the wizards.

PROTIP: The Dwarf Cave near Senegul has several important items: the Wind Crystal, a Protective Ring, and a Magic Sword. Also, the Moon Stone is in the Silence Cave within the Dwarf Cave.

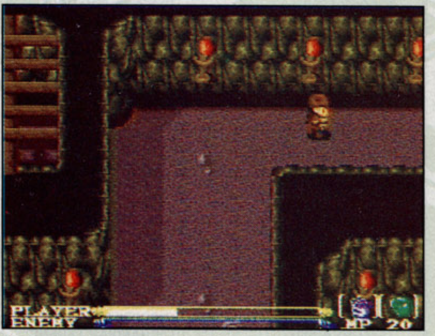
PROTIP: Samson (the first big boss) is a weenie! Defeat him easily by lining up your sword with his right leg and hacking away. Beating Samson gets you the Fire Crystal.

PROTIP: To defeat Natela, the big two-headed boss in Phillips Castle, hit the golden head in the nose repeatedly.

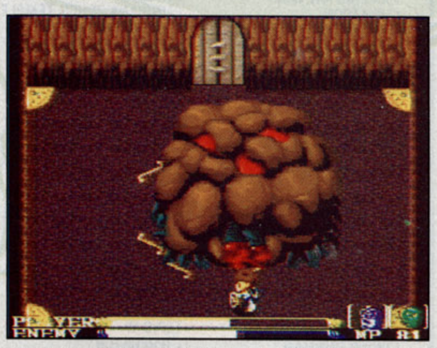
Anybody Have a Compass?

Gameplay in Lagoon is easy to get into – sort of like a junior FRPG – so younger players should be able to handle it with no trouble. It might be a bit weak on the role-playing side for you RPG veterans.

The big negative in Lagoon is the extremely frustrating maze sequences. Eighty percent of this game involves wandering around endless dungeons and caves that are complex, non-descript, and feature only two or three different creatures at most. Your only salvation comes when you finally locate the boss monster in each area (assuming you CAN locate the boss monster). Some sort of mapping system or a little more variety in the creatures would help immensely.

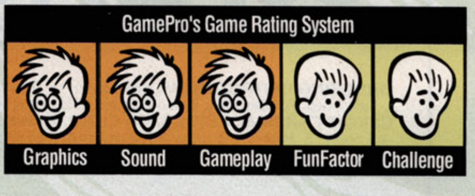


"Maybe I should have left a trail of breadcrumbs..."

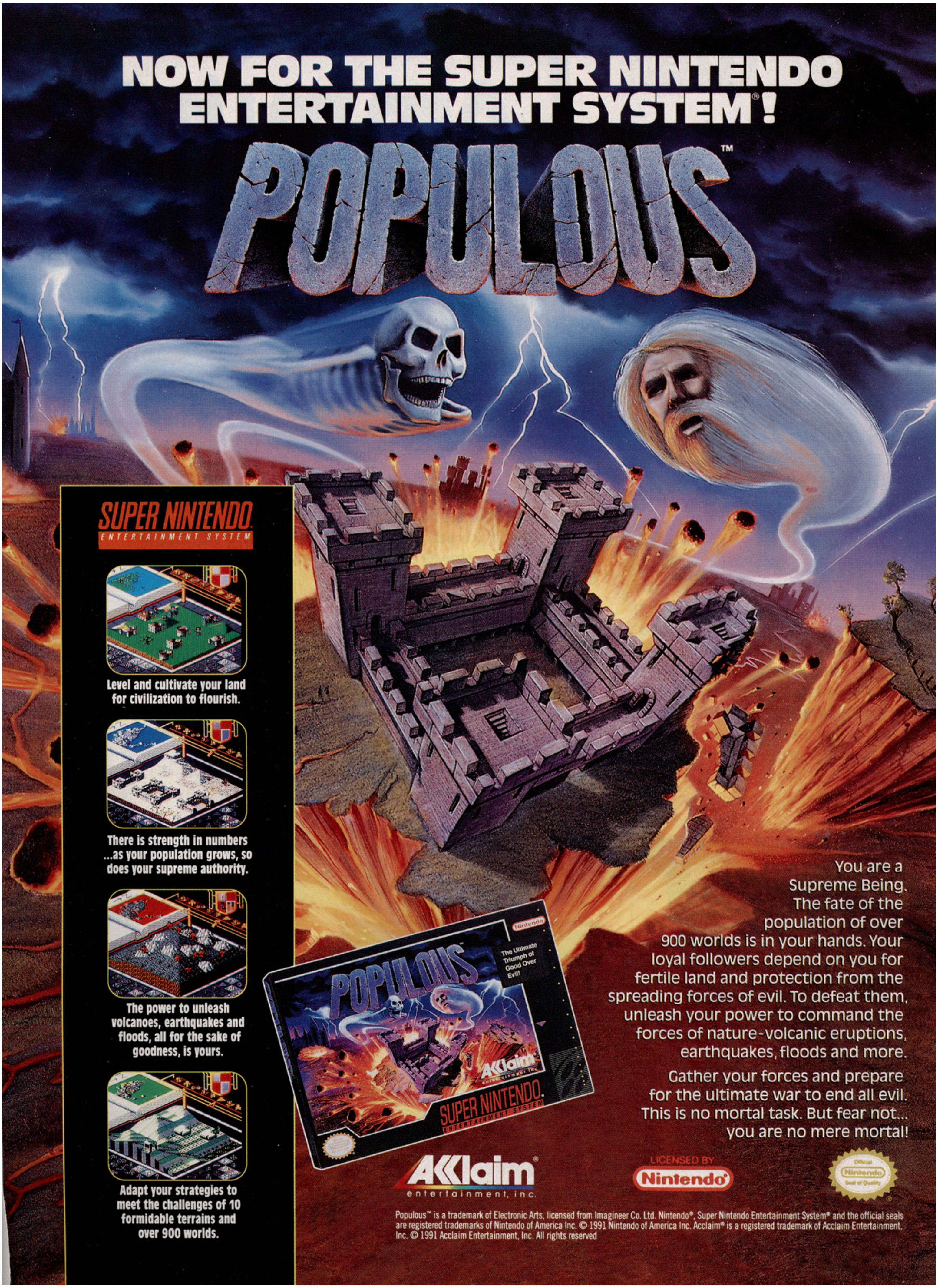


"He's Big, He's Bad!!! He's EARDON, the third killer boss you'll face!"

If you enjoy adventures or are looking for an easy FRPG cart, Lagoon could be for you. The graphics and sound are above average, and the boss monsters are spectacular. If only they included a compass.



Lagoon by Kemco-Seika
Available January '92
$59.95
8 megs + Battery



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SUPER NES PRO REVIEW

Lemmings

By Earth Angel

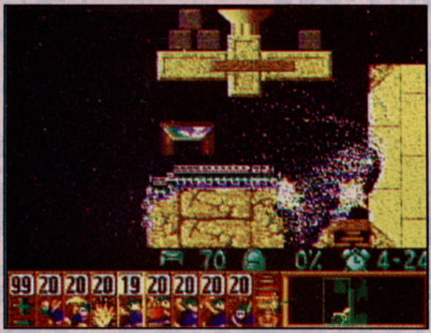
Lemming ('lem-ing): Adorable yet incredibly stupid furry creatures, lost in a maze of confusion. Known for walking off cliffs, wandering aimlessly into dangerous passageways, and drowning by the thousands in small pools of water.

Thanks for the science lesson, but what's that got to do with gaming, right? Well, Sunsoft has joined the S.A.L.C. (Save a Lemming Campaign) and via your SNES you'll be able to take your turn at saving the Lemmings.

Mindless Marchers

This puzzler cart (of PC/Amiga fame) has 30 different screens and four difficulty levels. In each Level your task is to figure out how to safely get as many Lemmings as possible from Point A to Point B. Most Levels are several screens wide, and the terrain on each is different and fraught with disaster for the rampaging rodents, including bubbling lava, water (they can't swim), cliffs (they can't fly), and other obstacles too complicated for the mindless marchers to navigate. On each Level you must save a certain percentage of the entire Lemming population in order to pass on to the next level.

PROTIP: The second each Level begins scan the terrain so you know what you're up against.

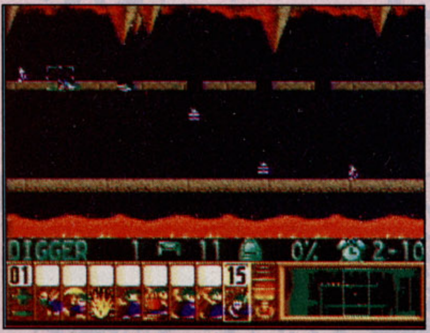


PROTIP: Made a mess of things? Hit the nuke button, blow your Lemmings sky high, and try again. It's not a pretty sight but someone's gotta' do it.

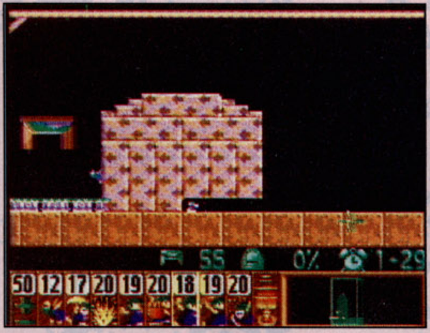
PROTIP: You can speed up the Lemmings or slow them down if it suits your purposes. For example, once you set up a safe path to paradise for them, speed them up so you don't have to wait all day for them to get there.

Lemming-Aid

Each level begins when a trap door opens and Lemmings drop out and begin to march to the right. Here's where you come in. Since the Lemmings are fond of blindly marching to their doom, you're granted special powers to extricate them from the brink of disaster. These include turning some Lemmings into life-savers. For example, you can transform a Lemming into a Blocker who'll keep his buddies from walking into bubbling lava, or you can create a digging Lemming who carves out a tunnel for his friends.



PROTIP: Sometimes Lemmings that dig a hole and fall survive where as Lemmings that simply fall through a hole will die. For example, check out Level 13 You'll need to turn every Lemming on this level into a Miner.



PROTIP: You can use Bombers as well as Diggers to blow through obstacles. Timing is tricky so turn a Lemming into a Blocker (to make him stand still) on the spot that you want him to blow and then turn him into a Bomber.

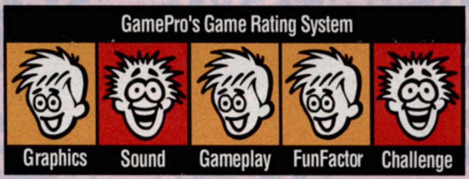
PROTIP: When you reach obstacles with directional arrows on them you can only dig in the direction of the arrows. If you're on the wrong side send a Lemming up and over and then dig through in the other direction.

As you reach higher levels and alter the difficulty settings the obstacles become more and more complicated. Fortunately a password feature enables you to reincarnate your Lemmings on any level over and over again until you get it right.

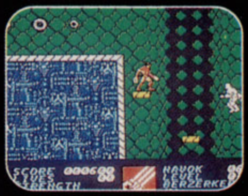
Puzzling Behavior

Probably the best part of Lemmings is the 20 level split-screen two player version of the game. Each player tries to direct their own green or blue-shirted Lemmings to the right level exit and at the same time tries to block their opponent from rescuing their rodents. Whoever saves the most Lemmings wins!

Lemmings is a definite improvement on standard puzzle fare, with an interactive touch that rivals the fun of the Adventure of Lolo series for the NES. A special bonus are the dozens of different tunes (including old standards like a very jazzed-up London Bridge). And those darn Lemmings are so cute you're gonna' feel guilty if you don't save them – or when you have to blow them up and they scream "Oh no!" In the end you're not gonna' be able to save them all, and you'll probably be ready to follow any Lemming off the nearest cliff!



Lemmings by Sunsoft
Price not available
Available February '92, 4 megs



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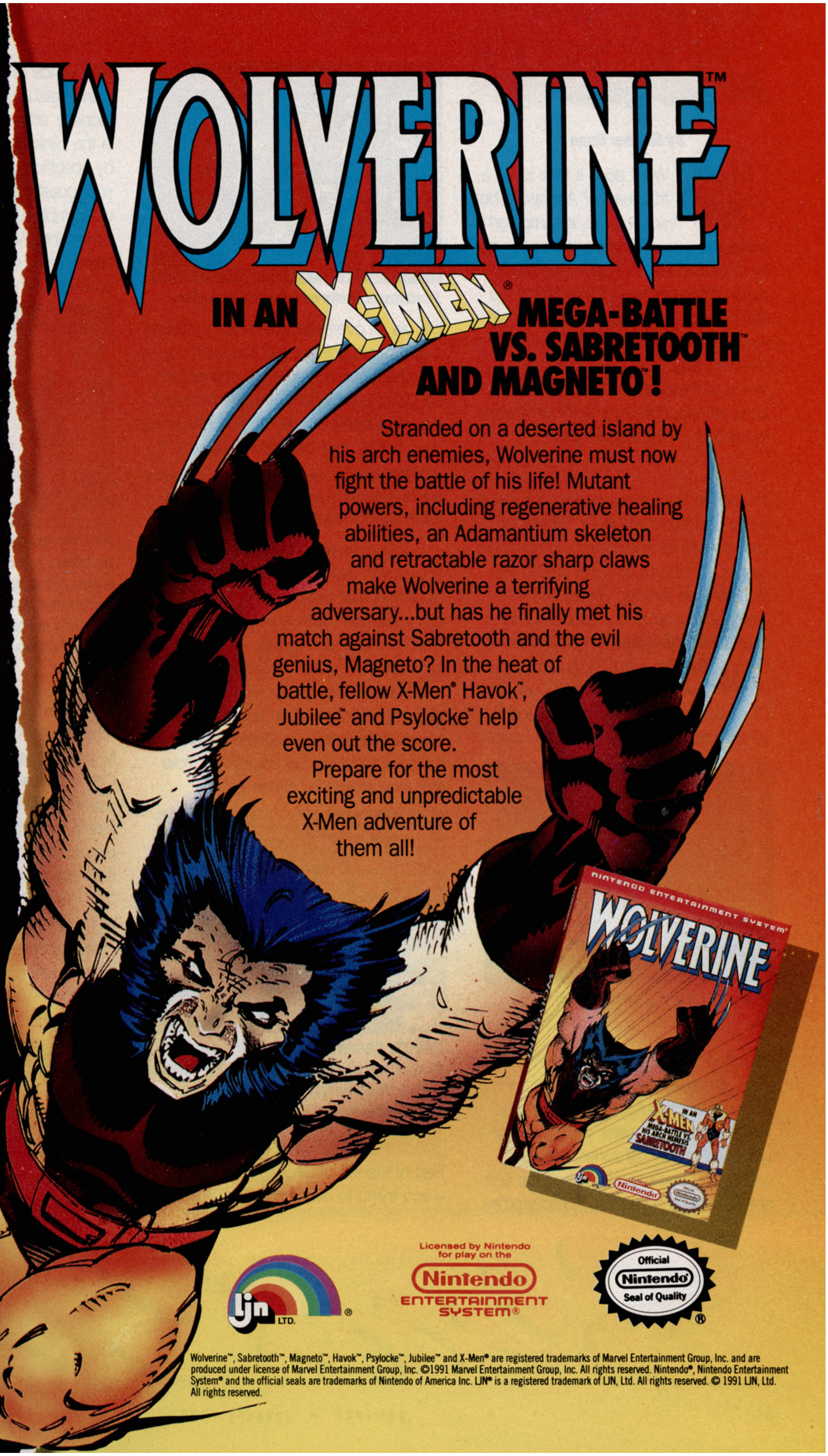
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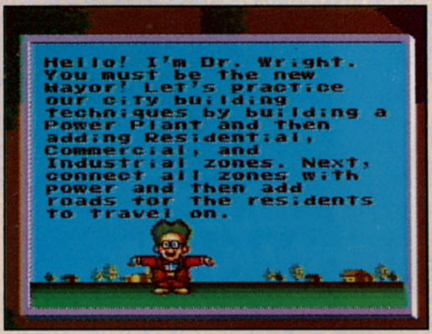
SimCity

By Slasher Quan

What does it take to be a true leader? A glowing-but-vacant smile, a campaign wallet the size of Texas, perhaps the ability to pass oneself off as a vice president? Well, maybe, but to perform the real behind-the-scenes work at the city level you need a sharp mind, expert planning skills, and a sensitivity to the needs of the citizenry. SimCity, a computer classic, puts your political prowess to the test on the Super NES.

The Wright Stuff

It's time to learn every aspect of running a city, and that's where Dr. Wright, eccentric chemist and mayor extraordinaire, comes into the picture. He guides you step-by-step through your duties in the well-written instruction manual. Dr. W challenges you with several simulation options: the Practice City, an easy self-starter; New City, a build-your-own; and City Scenarios, different real-life and invented city disasters to relive and correct.

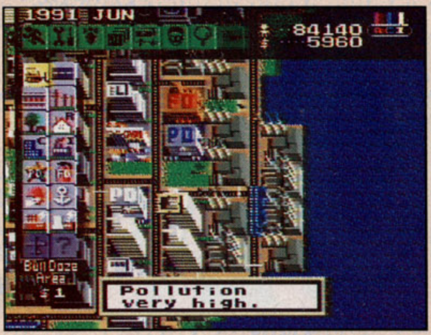


Hello! I'm Dr. Wright. You must be the new Mayor! Let's practice our city building techniques by building a Power Plant and then adding Residential, Commercial, and Industrial zones. Next, connect all zones with power and then add roads for the residents to travel on.

Your simulated city, step by step.

Boom or Bust

Your fledgling village begins with a power plant. Choose coal (pollution anyone?) or nuclear (watch out for the meltdown). Once you've got power you need people. Build residential zones, industrial zones, and commercial zones. You can see if different sections of the city prosper via an overhead view map. Industrial areas cause pollution so you must separate them from commercial and residential districts with parks. And what about transportation? Roads or rails provide access but try to avoid traffic tangles.

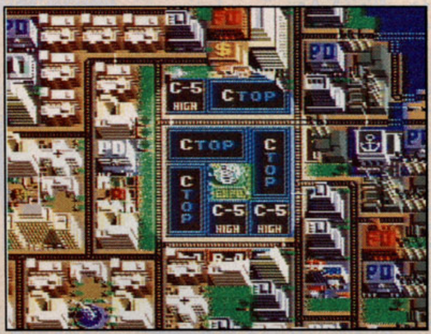


Pollution very high.

SimCitizens choke on industrial pollution.

PROTIP: Always use mass transit because you'll eventually have to bulldoze roads when traffic becomes a problem.

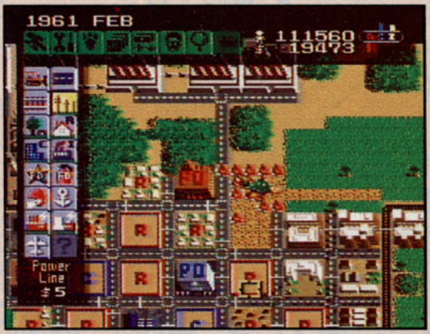
If all goes well the old zones fill up and growth demands additional zones. But remember that expansion can grind to a halt if you don't stick to your master plan (you have one, don't you?). Add police stations and fire departments to keep crime and blazes under control. When commerce picks up, build a seaport and an airport to boost trade. SimCity is all about making the right decisions, but sometimes more than one answer is correct.



PROTIP: Clusters of zones are more likely to succeed because buildings can combine into a "top," which swells population tremendously.

Under Destruction

Part of the fun of SimCity is preparing for – and trying to overcome – natural and other kinds of disasters. Fires, tornadoes, plane crashes, earthquakes, floods, and monster attacks can level a megalopolis in the blink of an eye. Some are triggered by specific conditions (such as flooding if your coastline is underdeveloped) or you can simply turn one or more loose on command. After a while you may even enjoy razing your city with a six-cornered coalition of the elements.

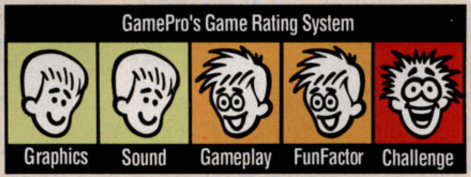


PROTIP: Bowser leaves a trail of stomped buildings and out-of-control fires in his wake. Clean up after him by pausing every few moments and installing fire departments in place of smashed dwellings. Don't forget to keep power lines connected!

Mayor for a Millennium

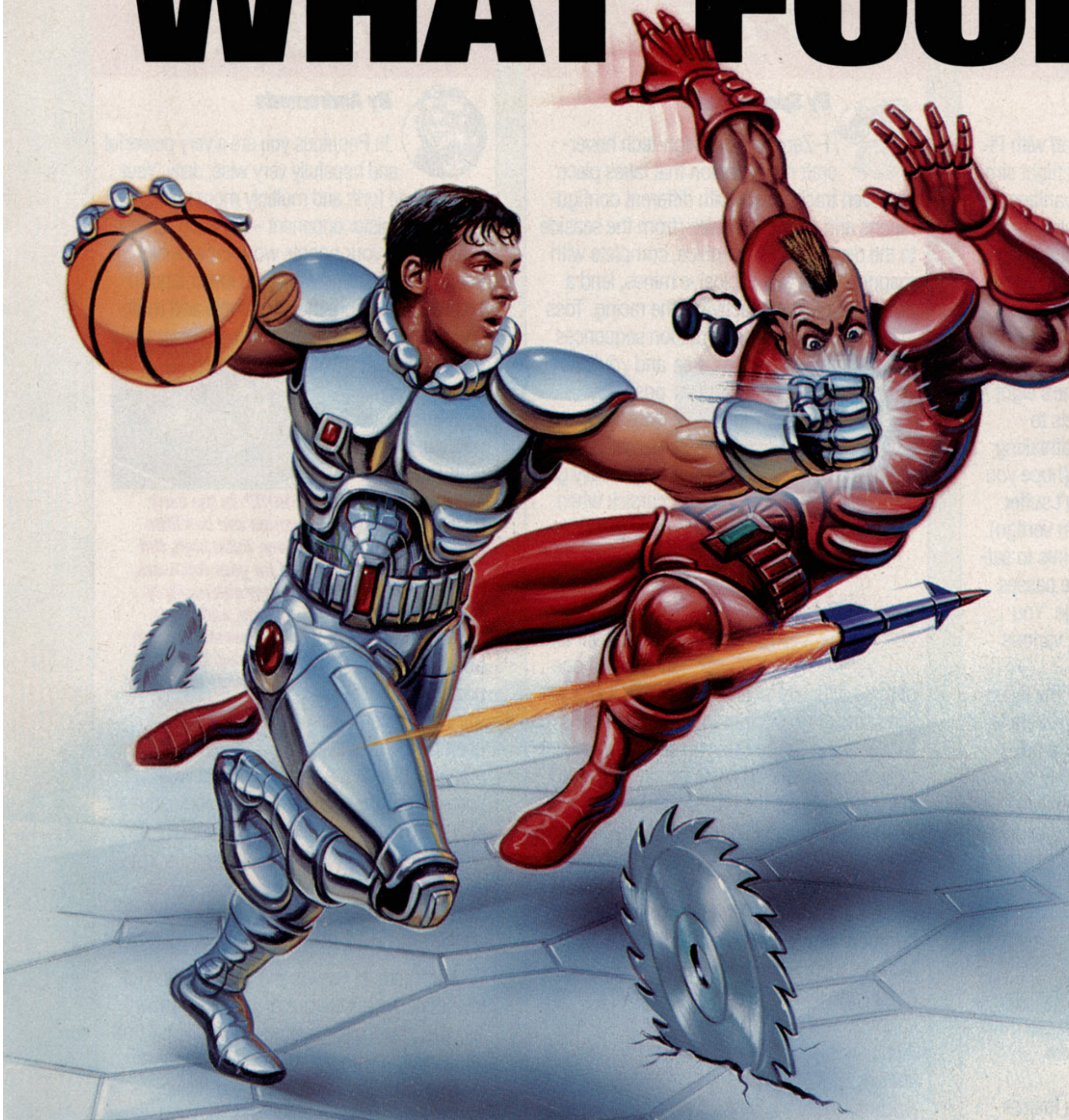
It may take five or 5,000 years of game time to reach SimUtopia, but you certainly won't grow bored trying. Because SimCity is a true simulation, graphics and sound aren't too important – what matters is the limitless complexity of gameplay. If only the battery could save more than two files!

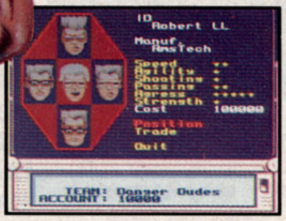
With 1,000 landforms to develop, eight city scenarios (two of which only appear after you complete the first six), and a wealth of options, it's obvious why SimCity is highly regarded by PC players. It's so real, it's unreal!



SimCity by Nintendo of America, $49.95
Available now, 4 megs + Battery back-up

WHAT FOUL?!





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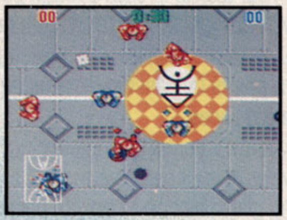
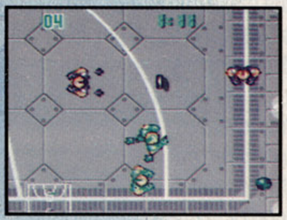
Speed **
Agility *
Shooting *
Passing **
Agress *****
Strength *
Cost 100000

Position
Trade

Quit

TEAM: Danger Dudes
ACCOUNT: 10000





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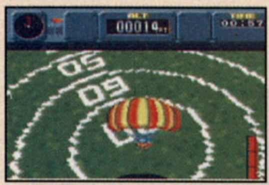
Pilotwings

By Andromeda

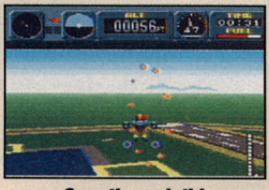
Are you ready to take off with Pilotwings? This unusual flight simulator from Nintendo takes full advantage of the Super Nintendo's ability to rotate onscreen images 360 degrees. Gorgeous graphics bring each of the game's eight levels to breathtaking life (hope you don't suffer from vertigo).



PROTIP: As you use the Parachute to land, spiral in towards the center of the target, using the corners to trace your spiral.

Your task is to earn enough points to satisfy your flight instructor so that he passes you on to the next level of challenge. You earn points by passing tests using various flying devices.

Here's where it gets interesting. The flying devices at your disposal include a parachute, a hang glider, a conventional bi-plane, a helicopter, and even a jet pack. In the early stages of the game you simply use each device to pass tests and score points by hitting targets and successfully landing. As the game advances you're called upon to maneuver around or through obstacles and perform aerial acrobatics. If you pass all eight levels you reach a final secret combat level that sends you out on a night mission in a helicopter.

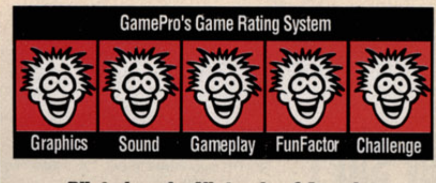


Soar through this ring to score.

PROTIP: If you use the Parachute or Jetpack to land directly on a moving target you'll go to a bonus stage.

PROTIP: To evade enemy guns during the landing sequence in the Helicopter level, cruise in low over the ground until you reach the landing target.

Care to soar through the air with the greatest of ease? If so, Pilotwings may give you just the lift you've been looking for.

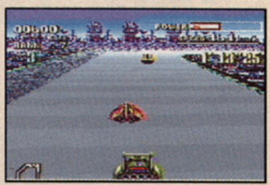


Pilotwings by Nintendo of America
$49.95, Available now, 4 megs

F-Zero

By Speedy Buns

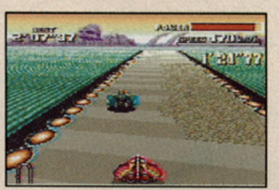
F-Zero features high-tech hovercraft racing action that takes place on seven tracks, each with different configurations and different locales (from the seaside to the desert). Sci-fi graphics, complete with magnetic bars and explosive mines, lend a dizzyingly real perspective to the racing. Toss in incredible 360 degree rotation sequences and you'll be positively queasy (two GamePro racers actually get carsick when they play!).



PROTIP: Save your Nitro Cans until the end of the last lap and then use them at the last moment to rocket past your opponents.

Select your own car (each has slightly different power and speed) and one of three difficulty levels. Then take a few practice spins or go straight to the Grand Prix Mode. In the Grand Prix you compete against other hovercraft in multiple lap races. To stay in the running for the Grand Prix Championship and advance to the next track you must place at least third overall in each race.

Ramps send you soaring, but rough areas of the track and richocheting off the side-bumpers slows you down. Each track also features a power-up zone that links you to a flying supply vehicle.

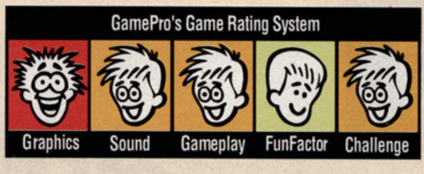


PROTIP: To navigate the complicated twists and turns of the higher level tracks, simply follow closely behind the car directly ahead of you.

PROTIP: Use a Nitro Can just as you hit a ramp and you'll make a super jump.

PROTIP: You don't need more than half a power meter. Don't bother to recharge unless the meter drops below that.

F-Zero shows what the SNES can really do, with futuristic racing action and head-spinning 3-D graphics. Racers, start your hovercrafts!



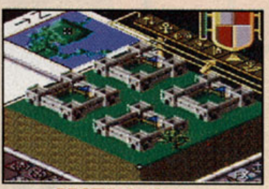
F-Zero by Nintendo of America
$49.95, Available now, 4 megs

Populous

By Andromeda

In Populous you are a very powerful and hopefully very wise, deity. Your goal is to go forth and multiply more quickly than your sinister opponent – the evil god.

You and your people work together to achieve victory. You raise and lower land to create areas where they can settle and multiply. As the population grows you earn greater powers. Use your Papal Monument to lead your followers to the promised lands. Create Knights and send them out to burn and pillage your enemy's settlements. Even better, cause a natural disaster. An earthquake, a well-placed swamp, or a worldwide flood can really disrupt the evil population's growth.

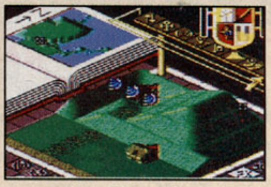


PROTIP: In the early worlds evil has little power. Build high, flat land for your followers so they can multiply quickly, and when you're powerful enough flood the world. Two or three floods usually decimate the evil population.

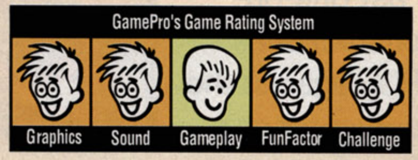
PROTIP: If there's a remote settlement of evil followers, build a small land bridge and send a knight there to destroy the settlements.

Hundreds of worlds populated by the followers of evil await your divine intervention. As you advance to each new world you'll find the challenges for your followers increase.

Populous, as fans of the PC and Genesis versions know, is a complicated and absorbing game. Fast action fans may find that creating a brave new world takes more time and energy than they've got. However, those with a yen for omnipotence will find the SNES version features better graphics and sound than the Genesis version of the game. Let there be life with Populous.



Watch out for unexpected events.



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SUPER NES PREVIEW

Ultrabots

By C.T. Aslan

The future looks bleak for humankind. A huge force of alien war machines has rained down upon the Earth. The machines, known as Ultrabots, systematically destroyed Earth's military defenses until only isolated pockets of resistence were left.

While most of Earth tried unsuccessfully to defeat the Ultrabots, a group of scientists sought answers through examination of recovered Ultrabot wreckage. Through study the scientists determined that the robots were an unmanned, complex form of artificial intelligence, heavily reliant on a network (the Net) which they continuously expanded as they conquered new territory.

Earth's only hope is to re-build captured Ultrabots and establish their own Nets – using the enemy's technology against itself.

You'll begin with a small outpost and several recovered and refitted Ultrabots. Your goal is to expand and defend your colony's Net, while seeking out and attacking your enemy (sounds a little like "Capture the Flag"). You win the game by locating the alien Ultrabot base and destroying it.

Meet the 'Bots

There are three types of Ultrabots – each with a specific function. The Main Battle Robot (MBR) is a large, humanoid-shaped construction with weapon mounts on each arm. This robot can move at a quick pace over most terrain, and is armed to the teeth with weaponry and sensors. The MBR has heavy armor, so it can withstand a moderate amount of damage before it is destroyed.

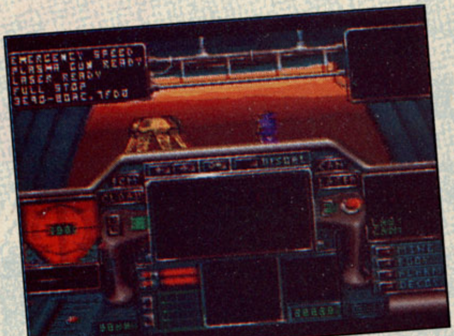
The Scout is a small, fast reconnaissance robot that resembles a metallic chicken. Its giant legs give it the greatest mobility of all the Ultrabots, and it uses that mobility for advance scanning. The Scout's limited armor repels light fire, but this robot is primarily intended to mask it from enemy sensors.

The Scorpion is a Net expansion and maintenance robot. It's heavily armored and has a large cargo bay – for holding Net relays. The Scorpion moves slowly, but you can arm it with a bunch of weapons.

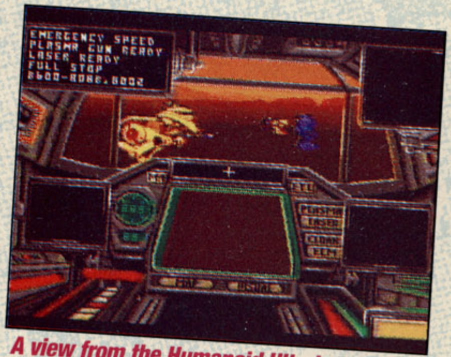
It's A-BOT Time!

This ambitious first-person view robot battle simulation is being done by Novalogic, creators of Rocketeer for the SNES. If you're a SNES owner looking for something better than a mindless, move-and-shoot cart, Ultrabots could be the right cart at the right time. And you won't need a degree in electrical engineering to enjoy it, either!

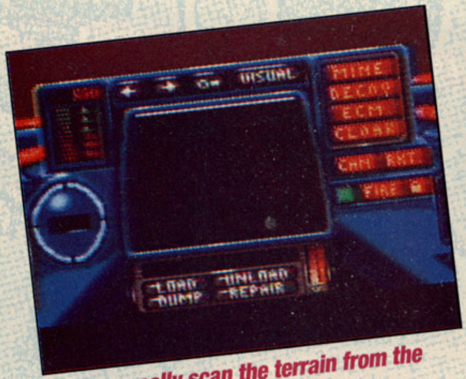
Ultrabots by Data East
Price not available
Available 1st quarter '92


EMERGENCY SPEED
PLASMA GUN READY
LASER READY
FULL STOP

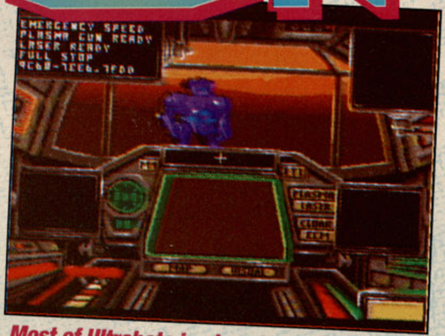
The Network Relay Station is an important part of your success.


EMERGENCY SPEED
PLASMA GUN READY
LASER READY
FULL STOP

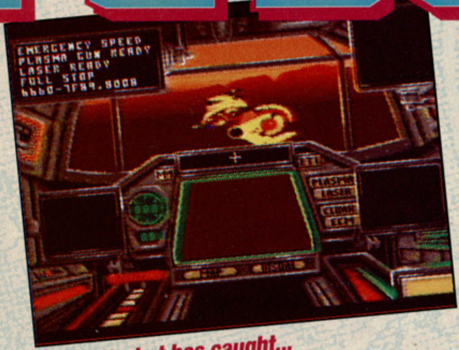
A view from the Humanoid Ultrabot cockpit


VISUAL
MINE
DECOY
ECM
CLOAK
FIRE
LOAD
DUMP
UNLOAD
REPAIR

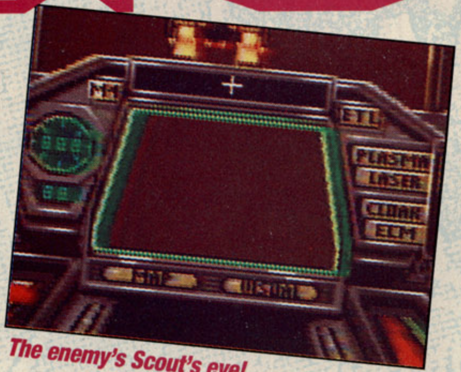
You can really scan the terrain from the helm of the Scorpion robot.


EMERGENCY SPEED
PLASMA GUN READY
LASER READY
FULL STOP

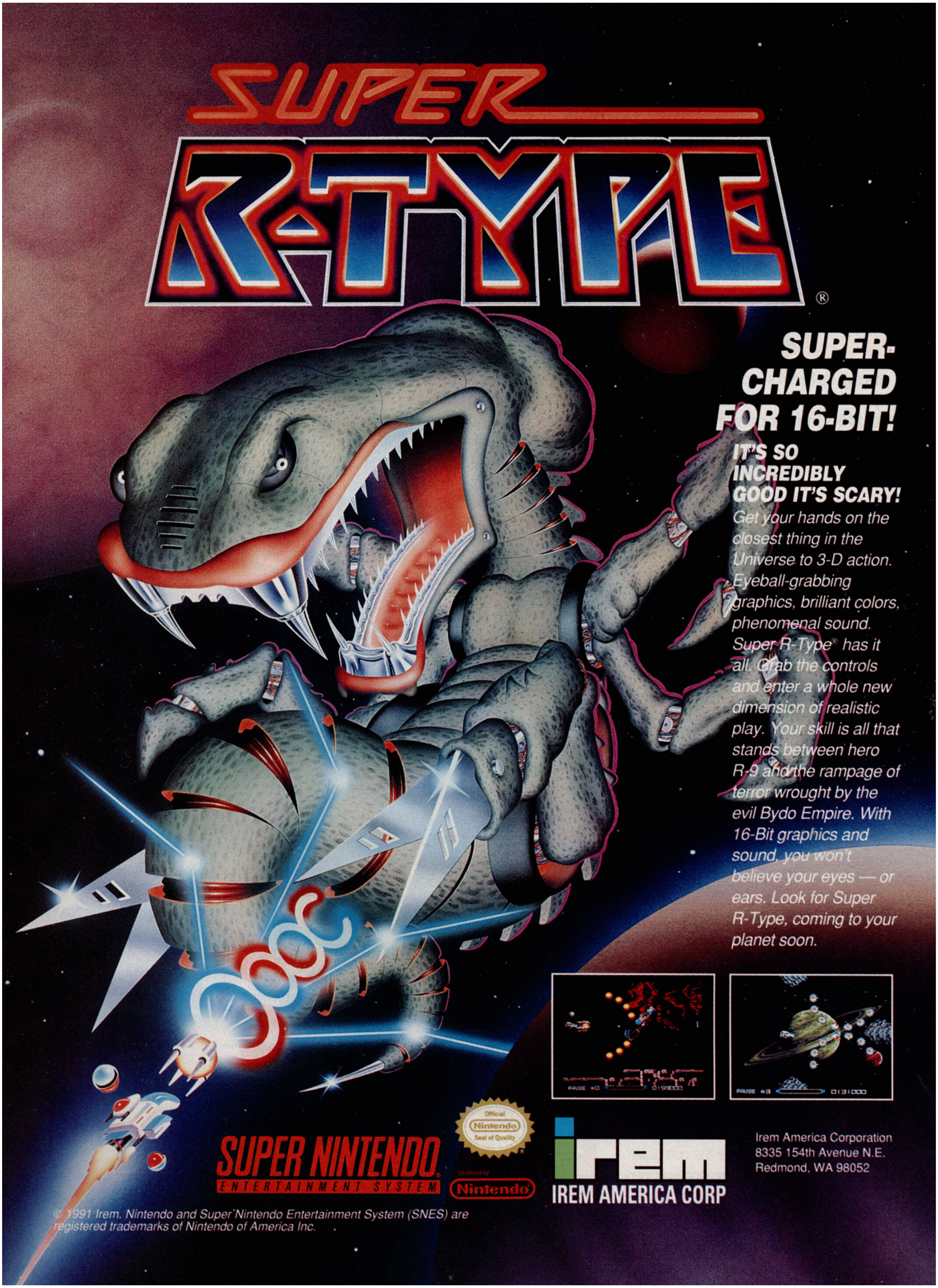
Most of Ultrabots is played from a first-person perspective.


EMERGENCY SPEED
PLASMA GUN READY
LASER READY
FULL STOP

Your Ultrabot has caught...


PLASMA
LASER
CLOAK
ECM

The enemy's Scout's eye!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NEO GEO FOR REAL!

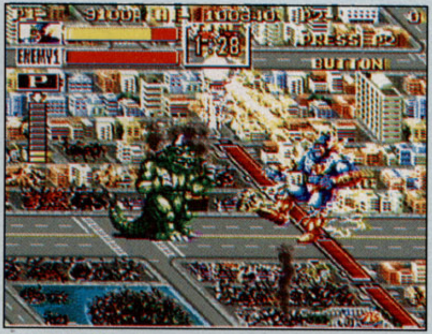
It's big! It's bad! It's expensive! It's – the Neo Geo! Here's a GamePro take on what's hot for SNK's monster game machine.

KING OF THE MONSTERS

By Gideon

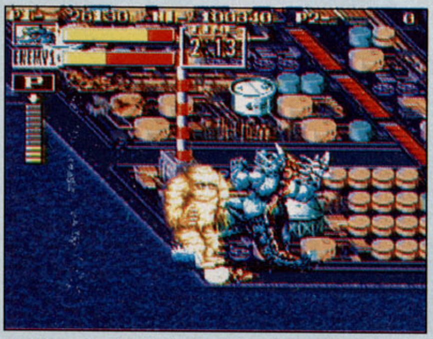
A race of powerful, gigantic mutations is bent upon avenging the ecosystem! Oh No! There goes Tokyo – again!

For pure, unaldulterated fun, King of the Monsters towers above its Neo Geo brothers. The game takes place across six stages, each set within one of Japan's most populous cities, including Tokyo, Osaka, and Hiroshima. The objective is simple – pound your opponents into the ground and be the last monster standing!



PROTIP: Weaken your opponent by continuously throwing it into the electrical grids!

Play against the computer, go head to head against a friend, or teamup with a buddy to take on whatever the computer dishes out. Choose from among six different monsters – the slime monster, the dinosaur, the giant ape, the rock monster, the bug monster, or the giant mutant superhero – each of whom has a unique super power and specific fighting techniques. And when monsters fight, anything goes. Throw your opponent into buildings, or pick up tanks, trains, and even passing aircraft and hurl them as projectiles!

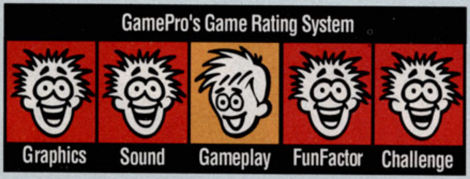


PROTIP: Pluck airplanes out of the sky by jumping up high just as they fly overhead.

PROTIP: Back off to a safe distance and charge up your special power to knock out your opponent anywhere on screen.

King's graphics are glorious! You'll be amazed by the infinite details – tiny cars zipping around your feet, a hurtling bullet train, battalions of tiny tanks shooting at your toes, and spontaneous explosions as you trample buildings and landmarks. An upbeat CD-quality soundtrack and monster sound effects engulf you!

King of the Monsters is what the old arcade classic, Rampage, should have been. Chock full of punches, kicks, bites, growls, and snarls, it promises a beastly good time for all!



King of the Monsters by SNK
$199, 55 Megs

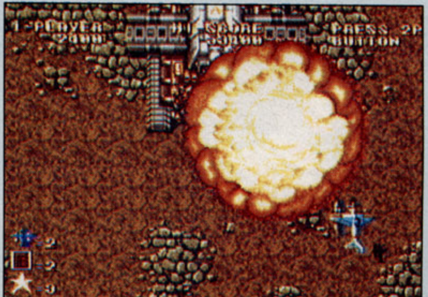
GHOST PILOTS

By Rigor Mortis

In the darkest days of WWII, two exceptional fighter pilots carried the battle for world peace against the Nazis despite unbelievable odds – "Ghost Pilots!" Shooter fans are in for a real treat when they nosedive into this action-packed game.

The objective of this four-stage, vertically scrolling, one or two-player cooperative cart is simple – destroy the enemy! Shoot down his planes, knock out his ground vehicles, and take out his bases. Ghost Pilots mercilessly tosses an endless barrage of enemy planes and mortar fire at you.

You pilot a souped up propeller-driven fighter plane that handles like a jet fighter. At your trigger finger-tips are double barrelled machine guns and a payload of four special bombs. The Dynamic bomb is a standard blow-em-into-oblivion device. The Flash bomb detonates in a protective circle around your craft. The

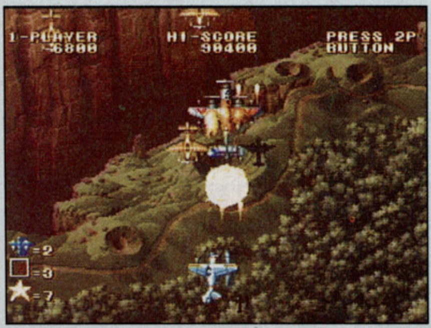


PROTIP: Flash bombs are effective against Boss planes.

Support bomb launches four bombs to the four corners of the screen. And the Napalm bomb sears the ground with flames.

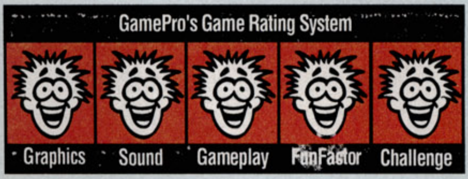
PROTIP: Don't let the action trap you in a corner where you become a sitting duck for ground fire.

Ghost Pilots is a visual delight. You'll be amazed by the almost 3-D effect created by the expert use of lighting, shadows, and special effects such as clouds passing between you and the surface. You fly over lush jungles, farmed countrysides, desert oil wells, naval bases, and a bustling metropolis. Best of all, despite all the firepower being dished out, the large number of moving items onscreen at one time, and 2-player simultaneous play – there isn't a single moment of noticeable sprite slow down. Excellent!



Graphics beautiful enough to distract you from the action!

Ghost Pilots delivers aces-only arcade shooter action and top notch graphics. Strap yourself in and prepare for take-off!



Ghost Pilots by SNK
$199, 55 megs

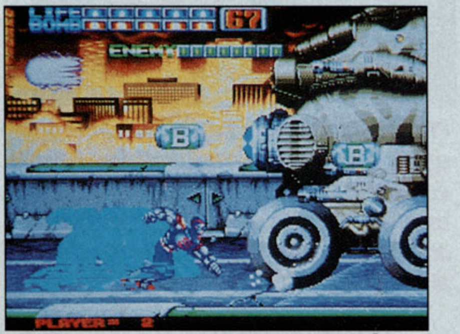
EIGHTMAN

By Gideon

SNK's Eightman transforms you into a powerful superhero who must battle the forces of evil to save our world from total destruction. Sound familiar? It is.

The world has been invaded by a horde of evil, alien cyborgs. As Eightman, you must battle your way through five obstacle-filled levels, which take you from ravaged city streets to the heart of the enemy's fortified battle center. On your way, you must negate endless waves of sentries, deathtraps, monstrous aliens, and huge, robotic bosses.

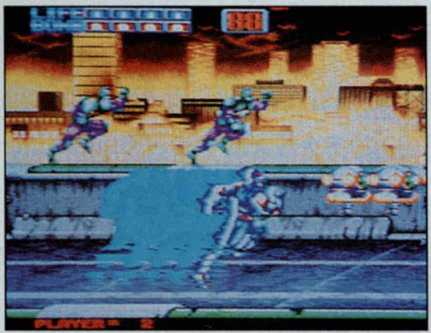
Eightman is a 1- or 2-player cooperative, side-scrolling fighter. You have super strength and you unleash bursts of energy whenever you punch or kick an opponent. Knock over your enemies by sliding into them as if they were home plate! If you're surrounded, you can obliterate everyone around with your Bombs.



PROTIP: Conserve Bombs for level bosses.

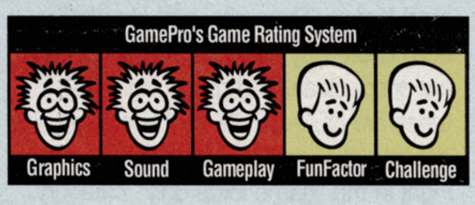
PROTIP: You're most vulnerable when you're standing up. Slide into your opponent and knock them down.

The graphics are well-drawn and detailed with gorgeous colors. Character animation and scrolling is smooth. A high-quality, rock soundtrack accompanies the game and sound effects are crisp, clear, and effective.



Graphics powered by 55 megs!

Eightman looks hot and plays well, but there's nothing innovative about it and the game isn't very challenging. The question is: Are you looking for a new video gaming experience or just some radical action? If it's the fomer, to think twice before making this investment; if it's the latter, Eightman is a solid choice.

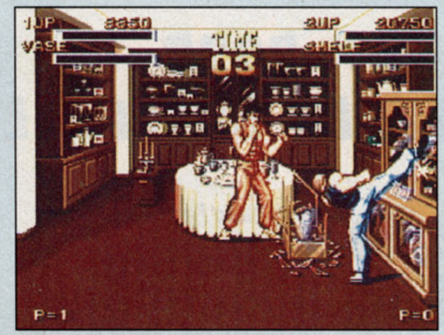


Eightman by SNK
$199, 55 Megs

BURNING FIGHT

By Slasher Quan

Kick-and-punch games are usually pretty similar – and that's not necessarily bad. Enter Burning Fight. It nearly matches Final Fight's graphic and gameplay style blow for blow. One or two street vigilantes face off with thugs, hooligans, and punk ninjas.

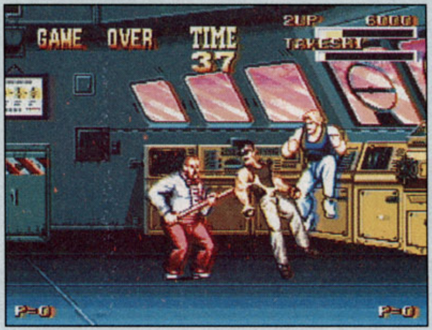


Trash cabinets for bonus points.

PROTIP: Stand right next to the boss truck's windshield at the end of Level One and the TNT charges will miss you.

PROTIP: Use flying feet to beat the twin-blade samurai boss in Level Two.

Three law-enforcers team up for this 54-meg, six-stage body-bruiser. "Mad" Duke is a street-smart fist-fighter, Ryu is a versatile kickboxer, and Billy is a headstrong grappler. They bash bottles, trash

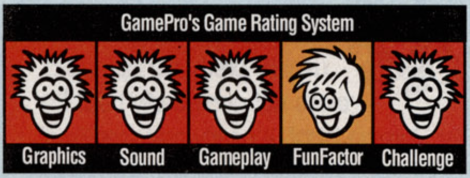


Face-to face with Don Casterora.

telephone booths, and dust drumcans to collect valuables and food. They can also steal Knives, Dynamite, and Handguns from back-alley baddies. The graphics are crisp, clean, and mean, and the tunes are NEO-GEO's best ever. You only get four play credits, which sets Burning Fight in the "game lords only" category.

PROTIP: To double your continues in a one-player game, push Start on Controller 2 just before you perish on Controller 1.

Even though you've fought it all before, you'll definitely want to take this NEO•GEO challenge. If you can't afford $200 slugfests, head to an arcade and get down and dirty with Burning Fight.



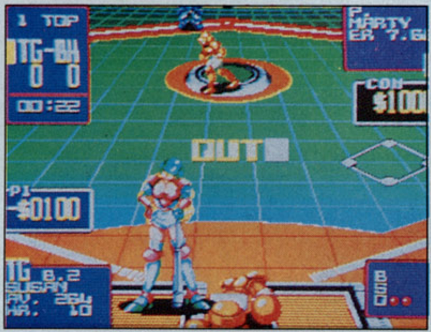
Burning Fight by SNK
$199, 54 megs

2020 SUPER BASEBALL

By Fanatic Fan

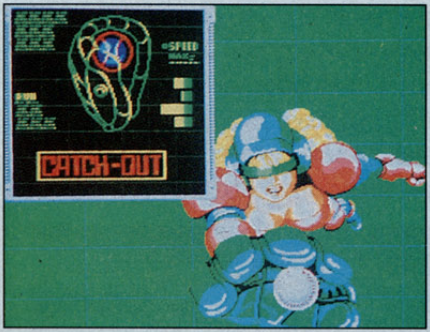
Twenty-nine years from now baseball's still the name of the game, but check out the radical changes in gameplay. Batter's up for 2020 Super Baseball.

First off, Robots have replaced some of the players, and the remaining humans wear heavy-duty protective padding. Other major changes include a line that runs across the field from the third base bag to the stands and from the first base bag to the stands. Everything that lands over this line is considered in play. Balls that reach the stands are playable once they come back onto the field. Also, balls you hit for what is normally homerun distance to right or left field are considered in play as well.



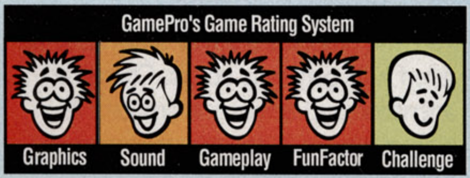
PROTIP: You can gradually strengthen your human players' skills, but robots are only replaceable by powered-up robots. Take this into account when selecting a team.

There are two other major changes to America's favorite pastime – landmines on the playing field after the 2nd inning and cash for every great play (you lose it, of course, when you make mistakes).



PROTIP: Bolster your payroll by turning easy catches into incredible diving catches. Follow a pop-up's shadow until the last moment. Then, back off and hit Button A and Down to dive forward. Diving catches are worth $1,500!

2020 Super Baseball is the freshest sports cart yet for your NEO•GEO! If this is the future of baseball, put my name on the season ticket list!!!



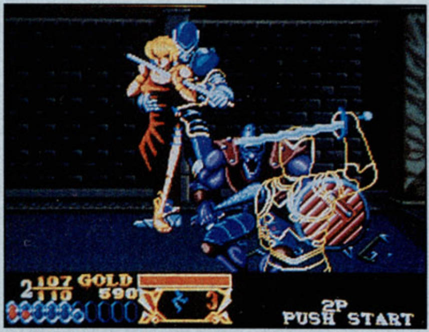
2020 Super Baseball By SNK
$199, 46 megs

CROSSED SWORDS

By Doctor Dave

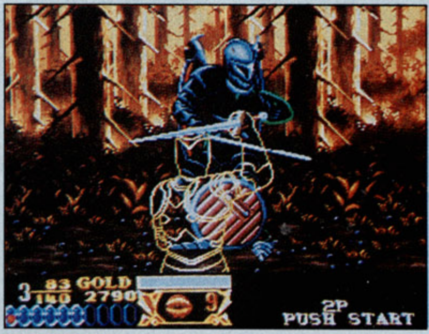
Crossed Swords is a hack-n-slash, sword and sorcery adventure that sounds familiar and is. You and a friend are valiant knights on a quest to save an innocent young princess from an unknown evil.

You and your bud are there in first-person perspective as ghost images from the waist up. This enables you to see your adversary as you conduct the fighting from behind your back. The quest covers seven levels with action that flows horizontally from left to right as well as straight "into" the screen. Standard issue hacker's gear consists of a sword, a shield, and magic power.



Your quest shifts to saving the princess.

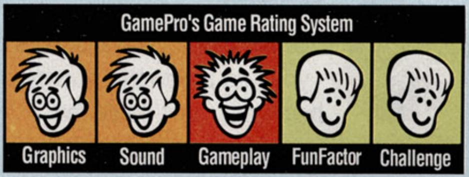
The minions of evil are numerous, if repetitious. Most adversaries appear as warriors with shields, lizard men, or giants crabs, only their colors change. Bosses are a mad jester and, at the end, the mysterious head bad guy who transforms into a gigantic, vile creature.



PROTIP: Use your shield to counter high and low blows.

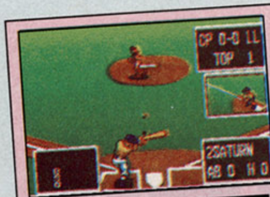
When the going gets tough, the tough use magic. You earn several types of spells throughout the game including shield magic, a fireball, a blizzard-like force field, and scarecrow power, which turns enemies into easy targets, right – scarecrows.

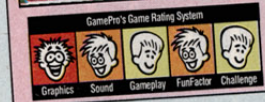
Crossed Swords doesn't rewrite the annals of the coin-op kingdom. This is a straight-up swordfighter where you mow down the opposition posthaste. You pays and you plays.



Crossed Swords by SNK
$199 , 50 Megs

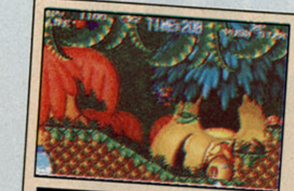
PREVIOUSLY PLAYED ...

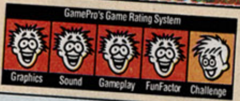



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Baseball Stars Professional

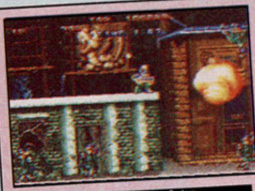
This a super upgrade of SNK's classic NES cart, Baseball Stars. This version has 12 teams, several stadiums, and 360 degree-scrolling. The only downside - the cart doesn't have a battery backup or the team building options that made the NES version so excellent.

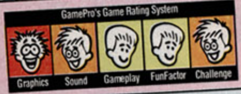



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Blue's Journey

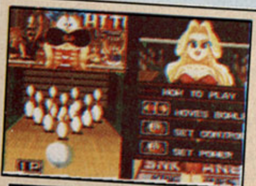
This unusual adventure stars Blue, a boy from the jungles of Jamo who's a master at controlling the environment. With your help Blue can rid Raguy of the evil Daruma family, a nefarious bunch bent on polluting the planet. This is one we never get sick of!

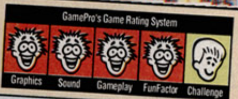



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

CyberLip

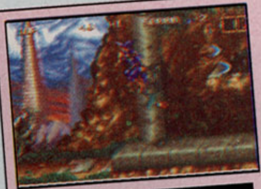
This game begins in a futuristic space colony where androids have gone berserk. You must blast your way to the main computer in order to turn the robots off before they turn you off. CyberLip's an attractive looking cart, but the game play lacks originality.

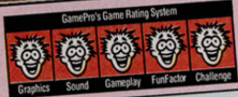



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

League Bowling

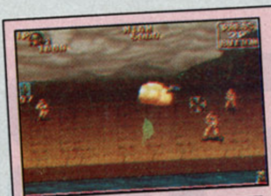
Choose your ball weight and whether your bowler is left or right-handed, and then hit the lanes to see if you can throw a turkey (three strikes in a row for those of you who've never worn bowling shoes). Play Regulation, Flash!, or Strike 90, and bowl with up to four players. This cart's a winner!

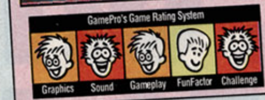



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Magician Lord

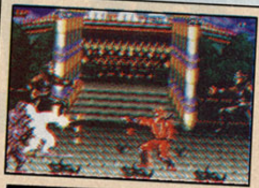
This cart features might, magic, and mayhem. A radical fantasy land overrun with outrageous, malevolent creatures makes this cart a terrific challenge. We consider this the best action game for the system.

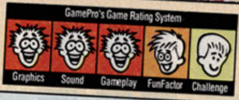



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

'Nam '75

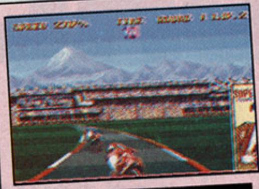
This intense shooter promotes that famous military strategy "victory through superior firepower." It didn't work in real life, but you'll enjoy trying to make it work here. Although the cart packs a lot of challenge it frequently becomes repetitive.

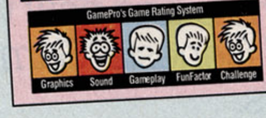



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Ninja Combat

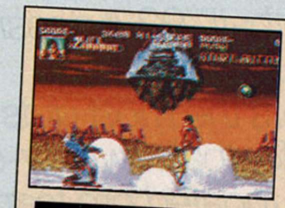
The title tells it all. The fighting's fast and furious as you throw your moves against an army of mean martial artists. Although unlimited continues means you'll finish the cart in a weekend, we guarantee a great time while you're doing it!

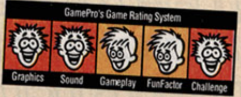



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Riding Hero

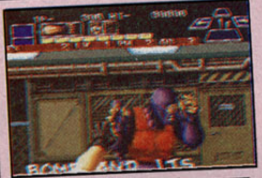
This joystick-wrenching motorcycle racer pits you against the computer or a friend in the World GP cycle race. You get rip-roarin' riding, several challenging courses, and incredible scenery. The cart's controls are too sensitive so manuevering the rocket bike is a tougher challenge than it should be, but the game works well as a two-player contest.

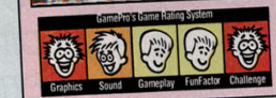



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Sengoku

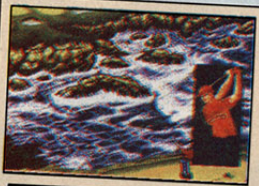
This is a horizontally scrolling, one or two-player "Final Fight" type game. Four hundred years ago an evil warlord tried to conquer the world. His plan was foiled by two brave Samurai warriors. Before dying, the evil warlord promised to return in 400 years to cause more trouble. Guess what? He kept his promise. Guess who gets to stop him? You'll get a feeling of déjà vu since many of the backgrounds are reused, but this game is incredibly long so what do you expect? Even the Neo•Geo has its limits!

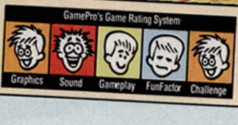



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Super Spy

This cart features a radical look with a first-person perspective and the biggest onscreen characters you've ever seen. You punch, stab, shoot, and kick terrorists up close and ugly. The first person perspective is interesting, but your actions are limited. The levels are long like Sengoku but very repetitive!

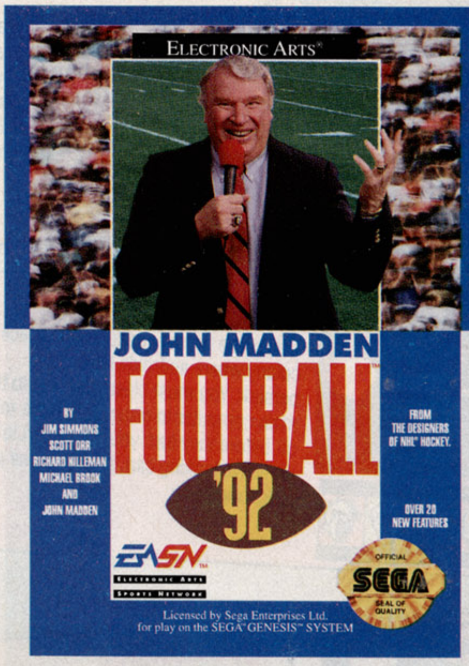



GamePro's Game Rating System
Graphics
Sound
Gameplay
FunFactor
Challenge

Top Players' Golf

This sports cart nets you tee-time on the beautiful par-72 SNK Championship Course. One to four players can opt for Match Play, Stroke, or a round of Nassau. This cart looks good, but many of the 16 bit and even the 8 bit competition carts play better.

THE GREATEST PLAY IN FOOTBALL HISTORY.

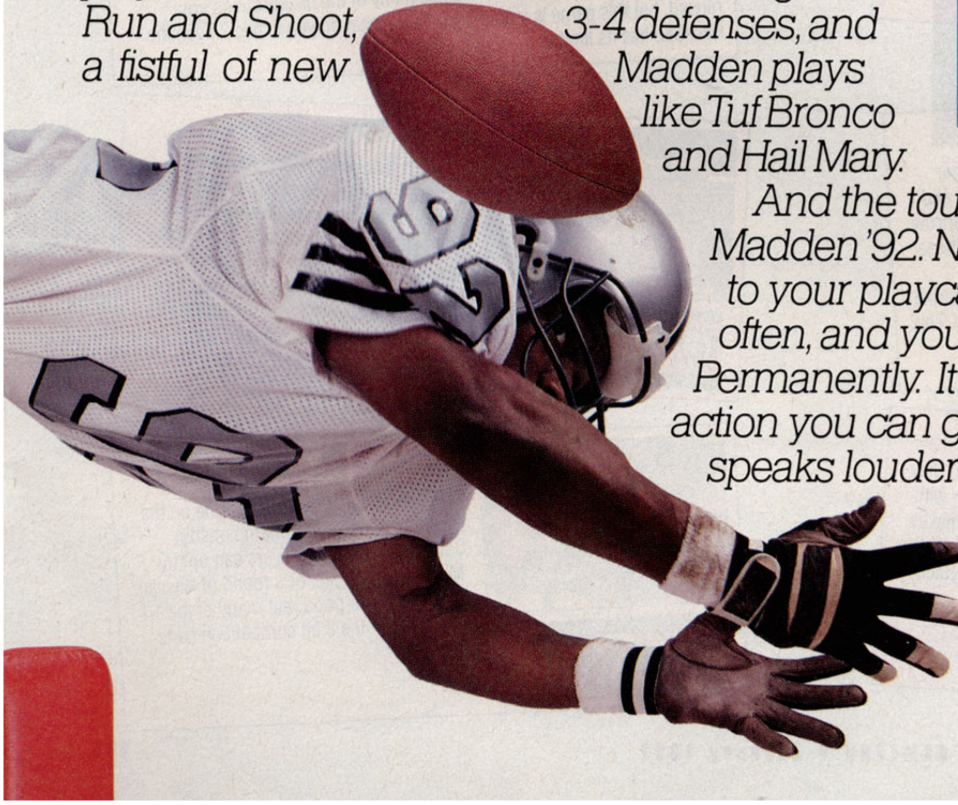

ELECTRONIC ARTS®
JOHN MADDEN
FOOTBALL
'92
BY JIM SIMMONS SCOTT ORR RICHARD HILLEMAN MICHAEL BROOK AND JOHN MADDEN
FROM THE DESIGNERS OF NHL® HOCKEY.
OVER 20 NEW FEATURES
EASN ELECTRONIC ARTS SPORTS NETWORK
OFFICIAL SEGA SEAL OF QUALITY
Licensed by Sega Enterprises Ltd. for play on the SEGA® GENESIS™ SYSTEM

Brace yourself for the brand new version of the game awarded Genesis "Game of the Year" by Game Player's.

John Madden Football™ '92. It doesn't get any tougher than this.

Madden '92 delivers the most guts in football. Twenty-eight updated pro teams, plus a new All-Madden squad. The latest plays, schemes, and formations including the Run and Shoot, 3-4 defenses, and a fistful of new Madden plays like Tuf Bronco and Hail Mary.

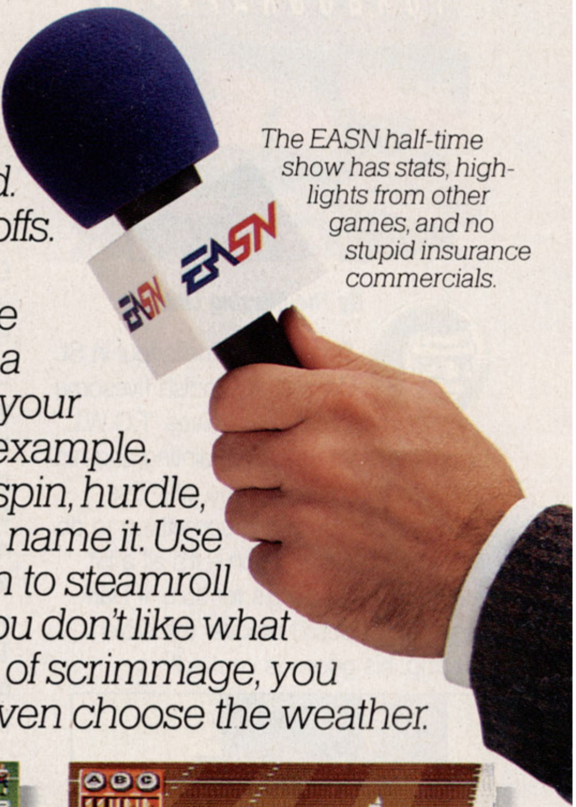
SEGA GENESIS



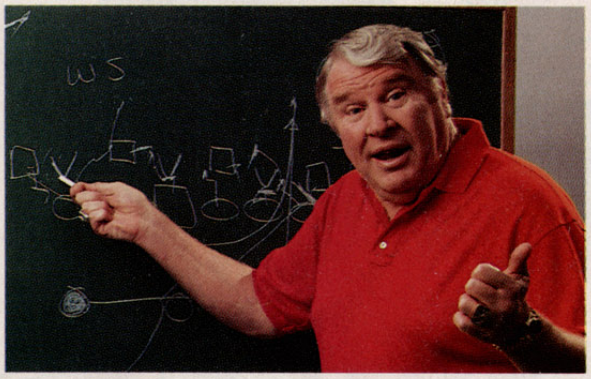
And the tough got even tougher in Madden '92. Now your competition adjusts to your playcalling. Call a play once too often, and you'll get planted in the turf. Permanently. It's the most intense football action you can get. And action always speaks louder than words.

So Madden '92 is flat-out the most realistic game this side of Sunday afternoon.

Each team roster is packed with 35 men, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.

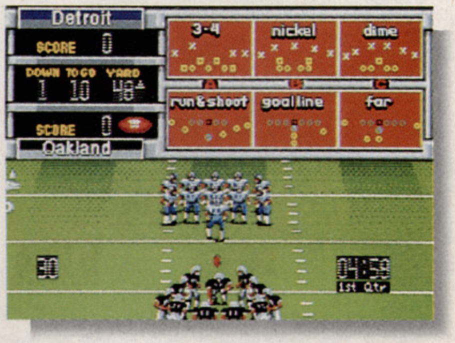


The EASN half-time show has stats, highlights from other games, and no stupid insurance commercials.

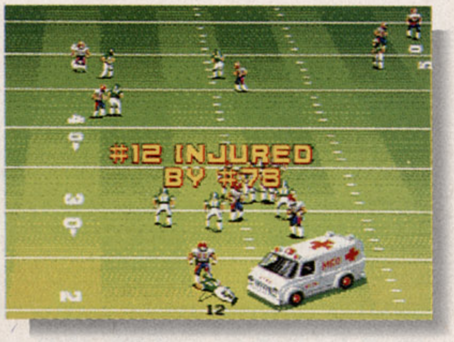


Coach Madden's drafted a whole new game this year including the Run and Shoot, 3-4 defenses, and much more.

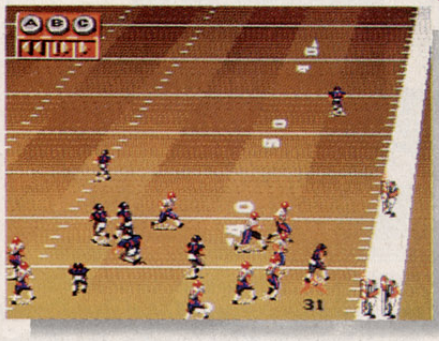
Besides calling the shots, you have more moves than a cheerleader. Take your running back, for example. You control every spin, hurdle, cut back, dive, you name it. Use the "oomph" button to steamroll for a first down. If you don't like what you see at the line of scrimmage, you can audible. You even choose the weather.



This season's a lot tougher. Call a play once too often and you'll get planted in the turf.

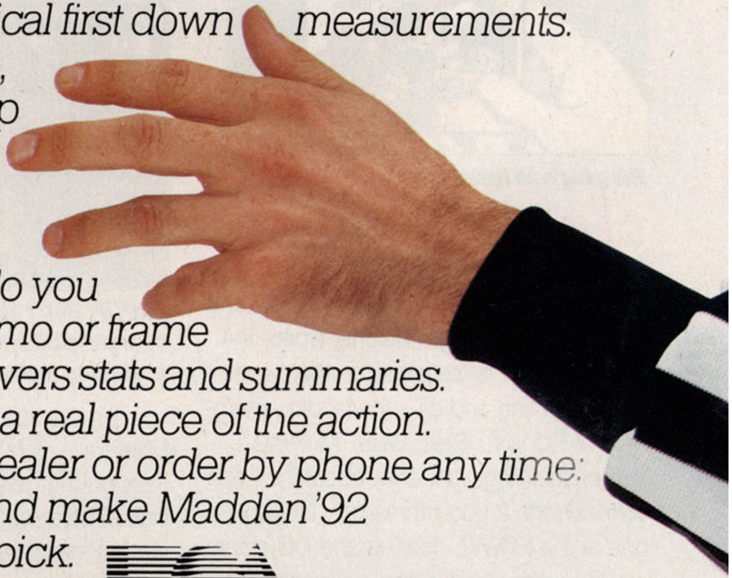


Watch the momentum shift after the hardest-hitting play in football: the ol' quarterback sneak to the hospital.



Talk about in your face. Instant replay gives you the ultimate payback hit.

EASN gives you better coverage than a nickel defense. The latest sack dance. Touchdown boogies. Injuries. Penalties. The gamesavers. The goats. Close-ups that zoom right in on critical first down measurements. Every boo, cheer, or gasp from the crowd. All the details and grit of the sport itself.



Any play can be instantly replayed. So you can analyze blown assignments in slo-mo or frame by frame. After every drive, Madden delivers stats and summaries.

Quit talking and get a real piece of the action. Visit your local EA dealer or order by phone any time: (800) 245-4525. And make Madden '92 your number one pick.

ELECTRONIC ARTS®

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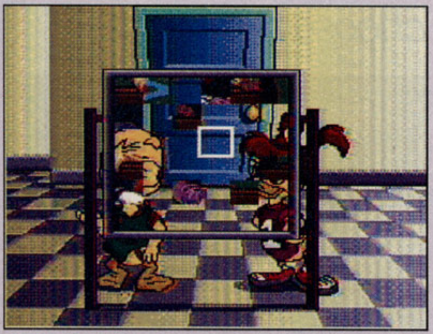
TURBOGRAFX-16

PRO REVIEW

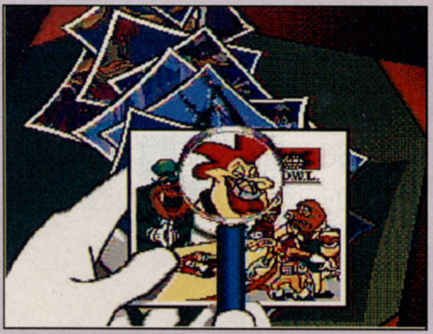
DARKWING DUCK

By The Missing Link

Something smells foul in St. Canard. A fiendish fivesome who call themselves "F.O.W.L." have slashed a valuable painting and hidden the pieces all over the city. This masterpiece-abuse has something to do with an ultimate weapon – it's all a bit vague. But one thing's for sure, if Darkwing Duck doesn't recover the stolen painting, his goose is cooked!



PROTIP: Hint. Does the Mona-Duckette mean anything to you? Think about it when you're trying to piece together the sliding-puzzle.



The gang's all here!

Criminals of a Feather

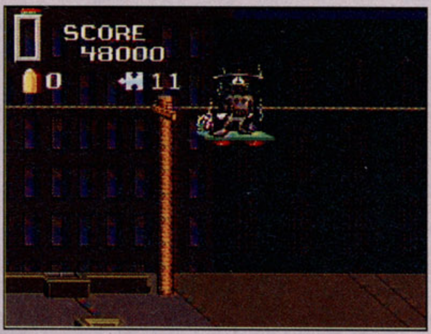
This TurborGrafx-16 duck hunt takes Darkwing through five short, vertically and horizontally scrolling missions, where the task at "wing" is to gather up the pieces of the painting and give the leading members of F.O.W.L. (Steel Beak, Moliarty, Tuskernini, Megavolt, and Ratcatcher) and their cohorts a good thrashing. Conquer one of the F.O.W.L. fowlies and DD enters a puzzle sequence where he tries to fit the new-found pieces together by sliding them around inside a frame.

Although the F.O.W.L goons are menacing in a goofy Disney sort of way, in an "eggshell" their bark is far worse than their bites. It's a given they'll take a few notches off your life meter, but they're not so rough-and-tumble that your thumbs start sweating. To restore his life meter, DD need only grab eggs he finds along the way.

Great Graphics, Flighty Gameplay

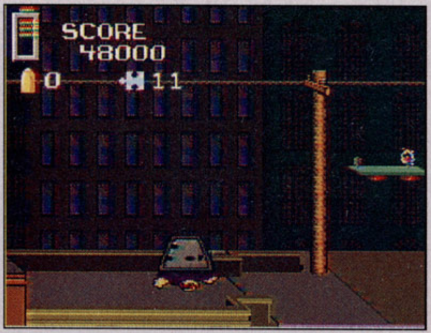
The graphics and sound are both razor sharp, much like DD's popular Disney cartoon. The game, however, can be methodical. If you're a gamester in a hurry, you'd better look elsewhere.

DD gets the Clark Gable debonair award for his stylish threads. Sporty? No doubt, but there are moments when you'd gladly chuck in the gladrags for one pair of working wings! DD's no fly-boy and that takes its toll. What Darkwing can do: jumping, ducking, and shooting his Gas Gun he does with ease.



PROTIP: Don't stay atop the electrically charged platforms too long or you'll risk becoming a charcoal-duck.

It's the obstacle courses in each Mission, which DD must go up, over, and through that are likely to bust your brain cells. There's a sizeable number of floating platforms and feather-raising jumps from tiny ledge-to-tiny-ledge, and they rquire very meticulous timing. Slip up a wee bit and Darkwing eats dirt.

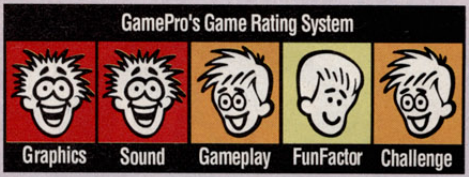


PROTIP: Some jumps between platforms are tricky. The best approach is to get as close to the edge as possible and jump early.

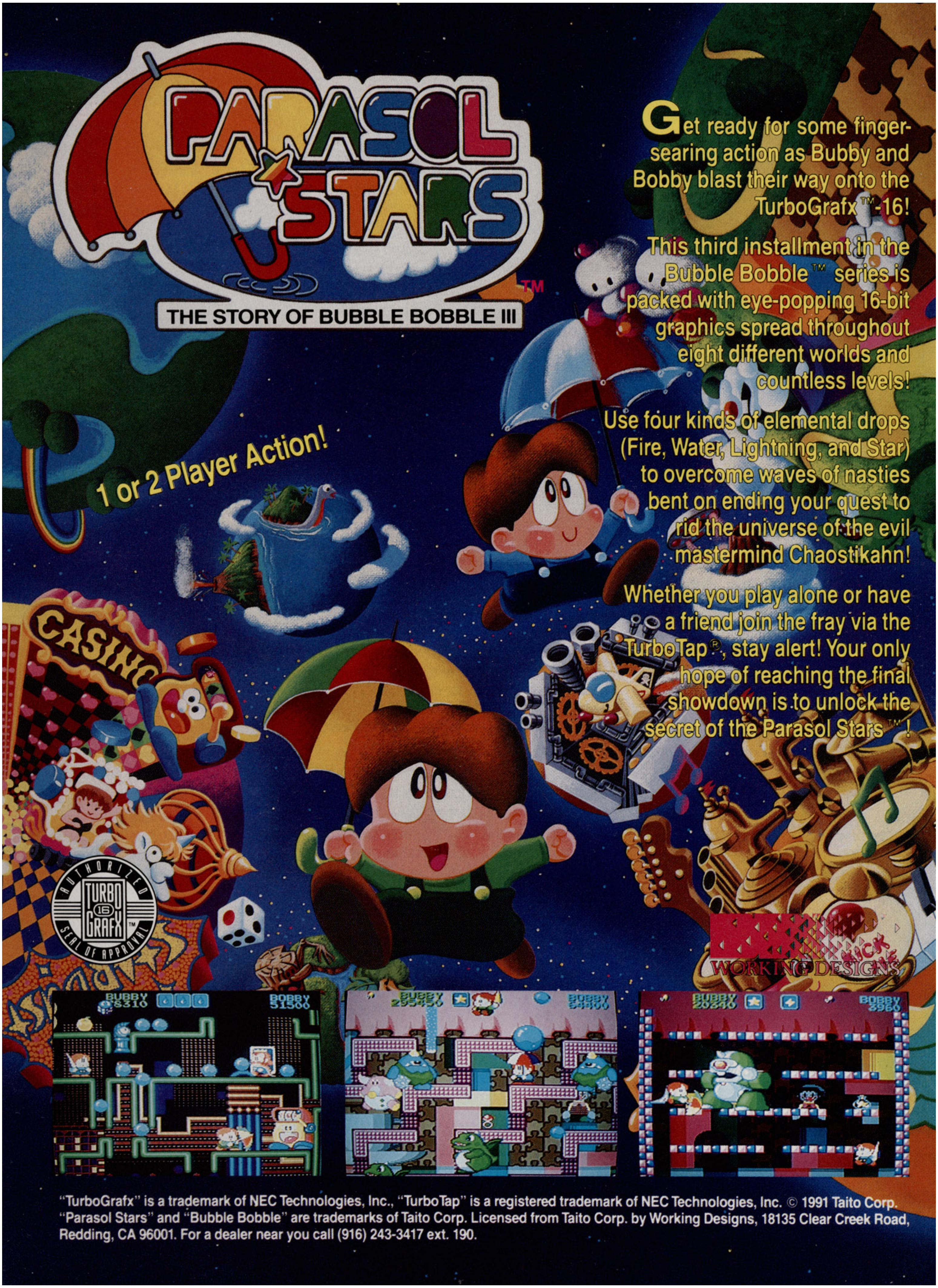
PROTIP: There's a time limit. If you need time to contemplate your plan of action, hit the Pause button. If you don't and you wait too long an anvil comes crashing down and flattens DD into a "quacker."

Quack Attack

Darkwing Duck's a grand translation of this very cool Disney character. DD's a looker with smooth moves. In the Minor-Gripe-Department, well, this isn't the speediest of action carts. DD's more of a take-a-chance adventure. Much of the time you don't quite know where you're going to land when you leap, but you gotta' go for it anyway. Overall, you wouldn't do wrong to wing it with Darkwing Duck.



Darkwing Duck by NEC
$61.99
Available January '92, 4 megs


PARASOL STARS™
THE STORY OF BUBBLE BOBBLE III
1 or 2 Player Action!
CASINO
AUTHORIZED TURBOGRAFX 16 SEAL OF APPROVAL
WORKING DESIGNS
BUBBY
BOBBY

Get ready for some finger-searing action as Bubby and Bobby blast their way onto the TurboGrafx™-16!

This third installment in the Bubble Bobble™ series is packed with eye-popping 16-bit graphics spread throughout eight different worlds and countless levels!

Use four kinds of elemental drops (Fire, Water, Lightning, and Star) to overcome waves of nasties bent on ending your quest to rid the universe of the evil mastermind Chaostikahn!

Whether you play alone or have a friend join the fray via the TurboTap®, stay alert! Your only hope of reaching the final showdown is to unlock the secret of the Parasol Stars™!

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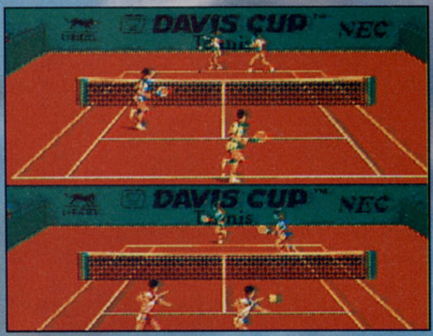
By Andromeda

Ever dreamed of representing your country in Davis Cup tennis action? Well, with a little imagination and Davis Cup Tennis that's one impossible dream that just may be within your grasp.

Davis Cup TENNIS

Tennis Anyone?

Davis Cup Tennis enables up to four players (TurboTap required) to hit the courts in Davis Cup tennis competition (in any combination) as representatives of sixteen different teams from around the world.

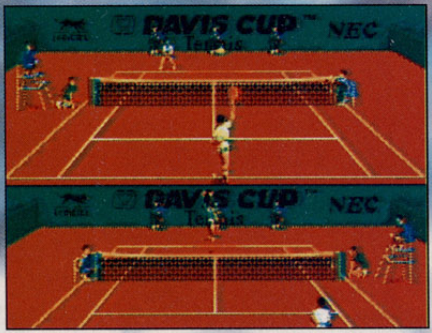


Team up with four players for doubles.

Players can team up against the CPU or go head-to-head in doubles or singles action. Tennis novices should note that the Davis Cup is an annual international event which pits squads of the best players from each country in singles and doubles team competition.

Serve It Up

Davis Cup Tennis has some of the best graphics to date in a tennis title, including a unique split-screen view that enables the competitor to see both a front and rear view of himself during play. Another realistic touch is the sound track which features an oh-so-British referee who calls the match, true-to-life sounds when you smack the ball, crowd noises, and even your team's national anthem. Your player also moves well around the court, sprinting from side to side and moving in towards the net and back out again smoothly.

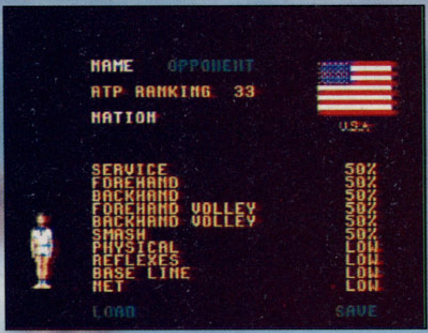


PROTIP: The split-screen is best when two or more players are competing. If you're going solo against the CPU pick the angle you like best (front or rear) and concentrate on that, or switch off the split-screen option. If you glance back and forth you may get confused because the directional controls are reversed for each half of the screen – what makes you move right in one half of the screen makes you move left in the other!

Using the standard tennis rules and scoring, netters can compete in Exhibition matches, Tournament play, or a grueling round of international singles and doubles Davis Cup matches (the title features a save option for gamers with a TurboGrafx-CD or TurboBooster-Plus). A Practice option enables the player to go head-to-head with a ball machine and practice ground strokes, smashes, or volleys.

It's A Smash

At the beginning of each match you can adjust the strength of your player by using alloted credit points or points you win in a match to beef up different skills. For example, you might want a player who's a service acer or a crack volleyer. As you advance in play and win different matches your player's strengths and ranking increase.

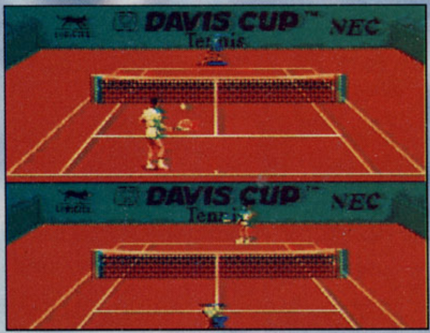


```
NAME     OPPONENT
ATP RANKING  33
NATION
                          U.S.A.

SERVICE                   50%
FOREHAND                  50%
BACKHAND                  50%
FOREHAND VOLLEY           50%
BACKHAND VOLLEY           50%
SMASH                     50%
PHYSICAL                  LOW
REFLEXES                  LOW
BASE LINE                 LOW
NET                       LOW
LOAD                      SAVE
```

PROTIP: In the beginning, when you're not very good, use the "Create Your Opponent" option to create a weak opponent to practice against.

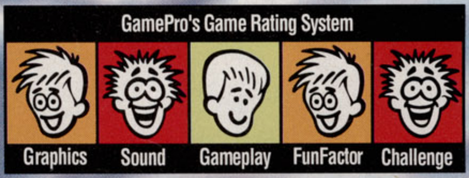
The action on-court is as complicated or as simple as you choose to make it. Different button combos give you the power to choose the angle and spin on your shot, decide whether to hit a lob or a dropshot, and even adjust the angle and depth of your serve. While this gives you a powerful repertoire of shots with which to crush your opponent, it takes more than a little practice to memorize the variety of different button combinations necessary to make the different shots with split second timing.



PROTIP: Practice, practice, practice with the ball machine.

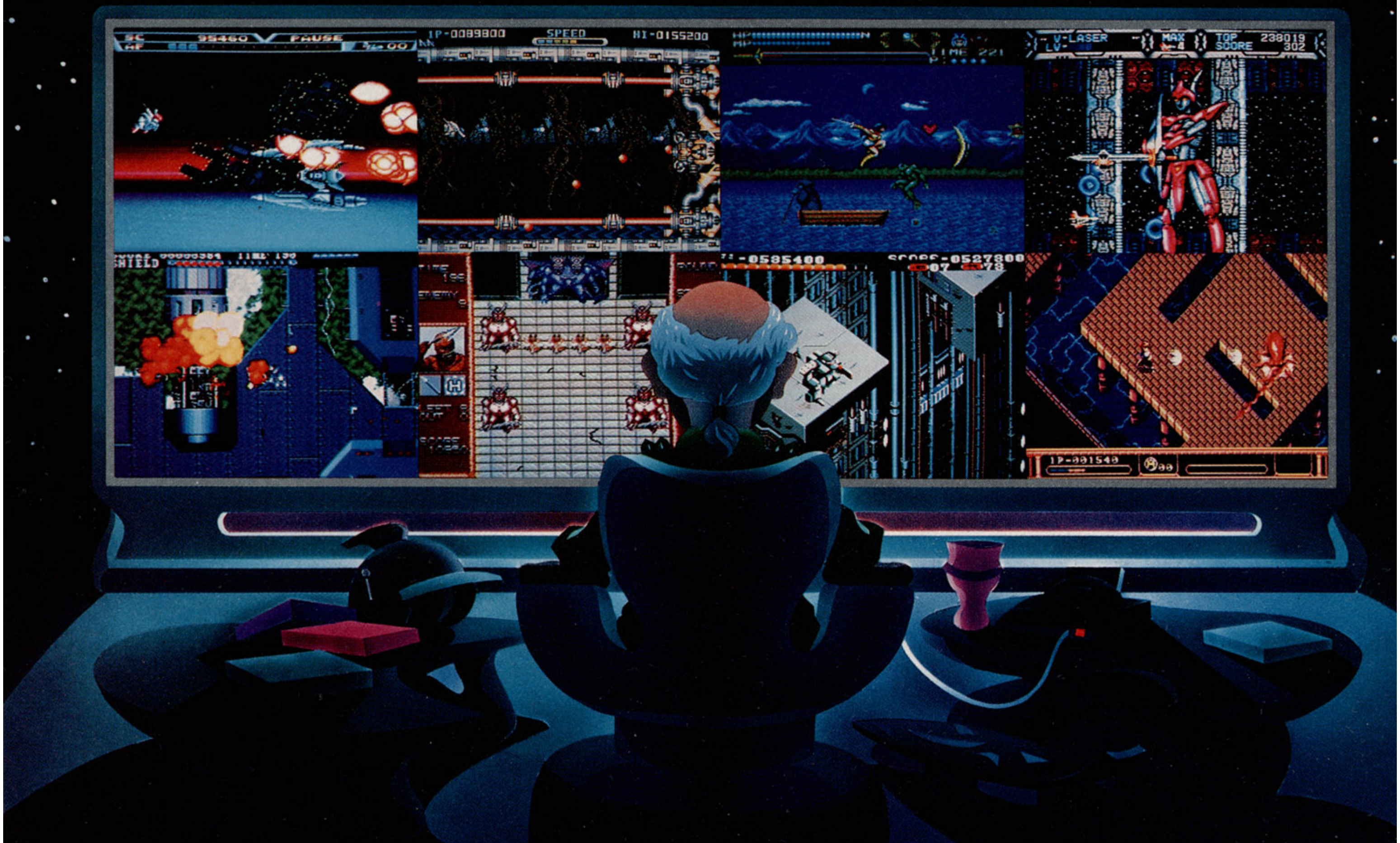
Championship Tennis

Davis Cup Tennis offers wide ranging tennis gameplay for up to four players with excellent graphics and sounds. A complicated repertoire of different shots enables 12 gamers to make the game as complex or as simple as they choose. Davis Cup Tennis plays best as a multiple player game and tennis afficionados will enjoy this latest attempt to bring one of America's favorite sports to a video game. Game, Set, and Match for NEC.



Davis Cup Tennis by NEC
$51.99, Available Nov '91, 4 megs

2031 A.D.


PAUSE
SPEED
V-LASER
TOP SCORE

When they finally developed an 8-way TV, Dan was able to play all his favorite games at once. (Of course, it took 40 years to master them all!)

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FOR PLAY ON THE SEGA GENESIS SYSTEM

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GENESIS
VALIS III
8 MEG POWER
GAIARES
FINAL ZONE
1 OR 2 PLAYERS
8 MEG POWER
ARCUS ODYSSEY
RENOVATION

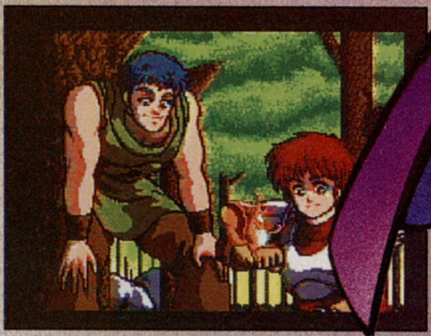
TURBOGRAFX-16 PRO REVIEW

By Dr. Dave

The popular Ys saga continues in this CD-ROM role play adventure for the TurboGrafx-16. Although Ys III captures the look and feel of Ys: Book I and II, it doesn't match up 100 percent to the standard set by that classic.

Get Along Little Dogi

In this adventure the boy-hero Adol journeys to the land of Kenai with his friend Dogi. In six stages of side scrolling action (no overhead sequences as in the previous versions) Adol searches for the magic items and weapons that will enable him to defeat the evil forces that enslave Kenai.



The game begins with a nice animated sequence.

Kenai is a land of many landscapes, including peaceful townships, rugged mountain ranges, and dark, forbidding mines. In each of the six stages of the game Adol encounters evil creatures bent on his destruction. This boy-hero lives and dies by his power meter which drops when monsters nail him. In standard role-play stuff Adol defeats baddies and builds up his strength and experience to advance to new levels of power.

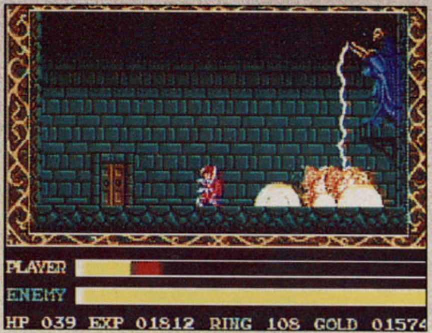
PROTIP: Equip yourself with your weapons of choice before you do battle with a boss. You can't equip during the fight.

PROTIP: Your rings lose power when you use them. Don't forget to un-equip them when you don't need them.

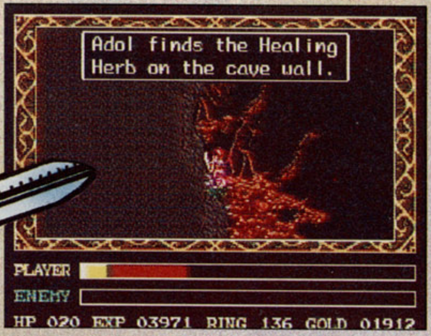
Ys On Down the Road

Fortunately for Adol, he gets to do more than live and die by the sword. Friends he meets during his quest give him special items and information that enable him to continue his quest. Using gold he earns in battle Adol can also shop for weapons, healing herbs, and other powerful magic. Even the bad guys come in handy – Adol defeats each of the six bosses he earns a useful tool of the fighting trade.

PROTIP: Give Grandma Ada Roy a Pendant in Sarina and she'll give you the Shield Ring.



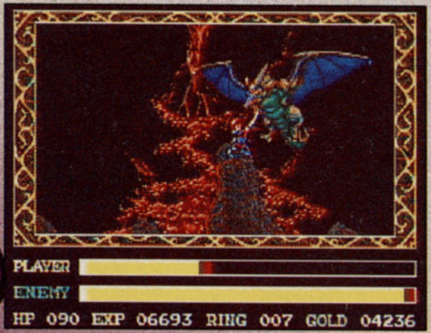
PROTIP: To beat the second boss stand to the left of the screen, jump over or crawl under the disks he hurls, jump up and hack him with your sword, and then run back to the left of the screen to dodge his lightning blast. Repeat until he's done for.



Adol finds the Healing Herb on the cave wall.

PROTIP: Grab this Healing Herb before you fight the lava monster in Alcaino and then grab one more to carry into battle.

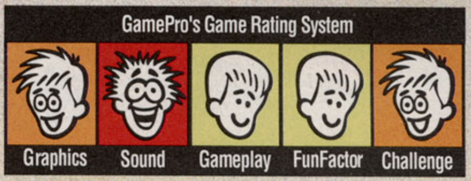
PROTIP: After you've defeated the lava boss head back to the lava lake and use the Stone Idol to freeze the lava so that you can cross the lake safely.



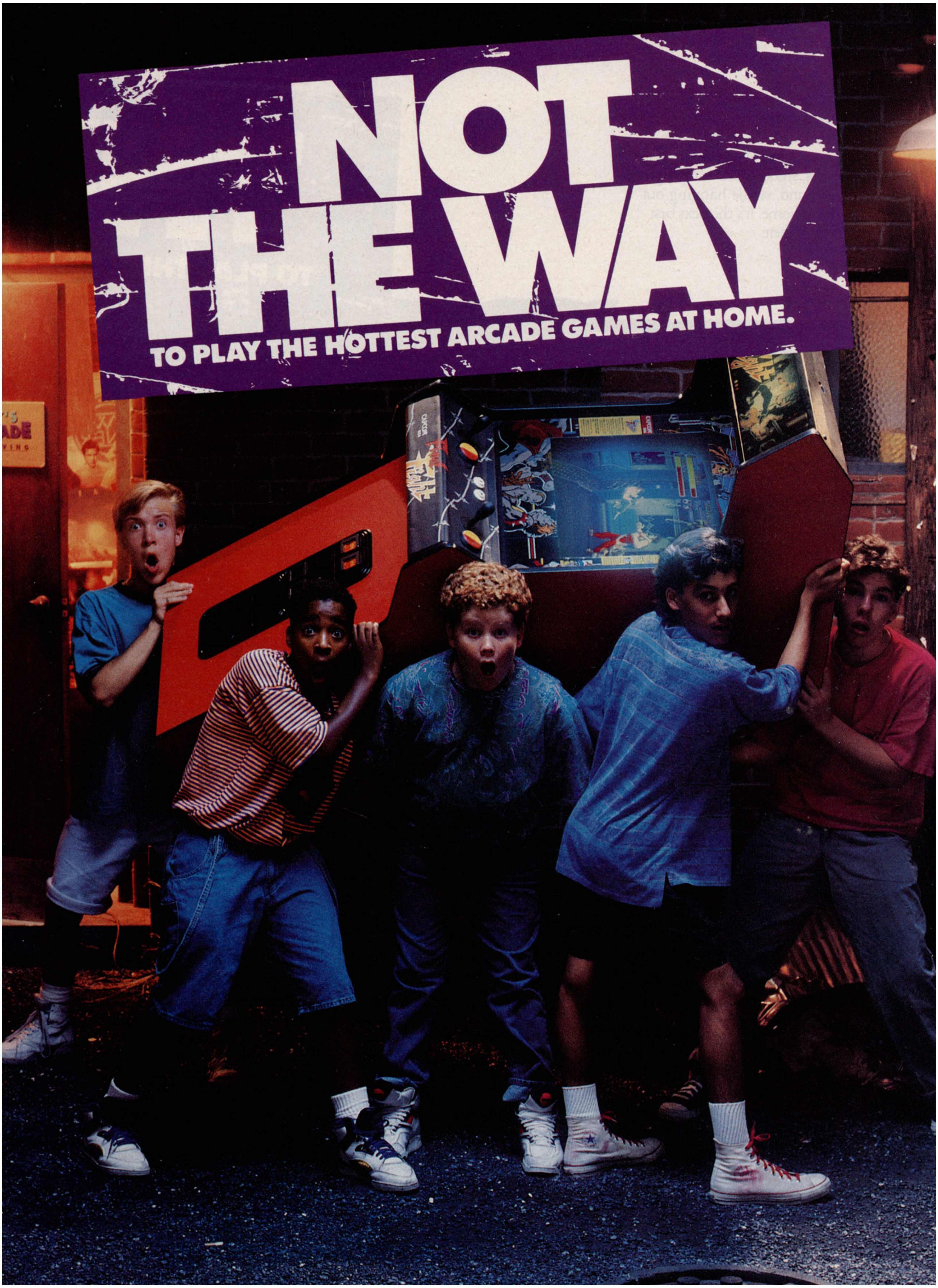
PROTIP: To defeat the Dragon Boss stand to the left of this ledge, dodge his shots, and then jump to the tip of the ledge and slash him. Repeat this till he's done for.

Take the Ys'y Way Out

Musically Ys III meets the standard set by the mammoth Ys I and II CD Disk, incorporating cool tunes and speaking characters into the storyline. However, the game's graphics and storyline just aren't on a par with the original. The adventure itself is shorter and not nearly as challenging as the classic. Fanatic Ys fans will suffer some disappointment, but they should enjoy this adventure anyway – and then start looking forward to the next quest in the series!



Ys III by NEC
$61.99
Available November '92


NOT THE WAY
TO PLAY THE HOTTEST ARCADE GAMES AT HOME.
CAPCOM
Final Fight

The arcade is still a way cool place to hang with your friends. But you can't always be there. You can however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

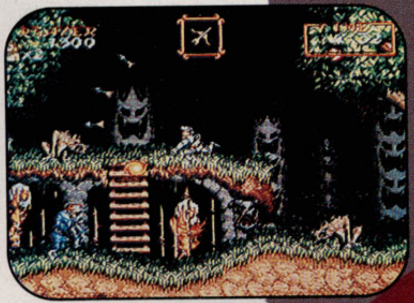
THE

TO PLAY THE HOTTEST

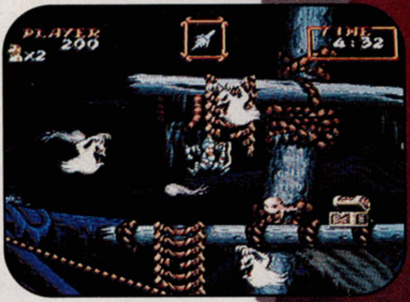
SUPER GHOULS 'N GHOSTS.

SUPER GHOULS 'N GHOSTS
SUPER NINTENDO

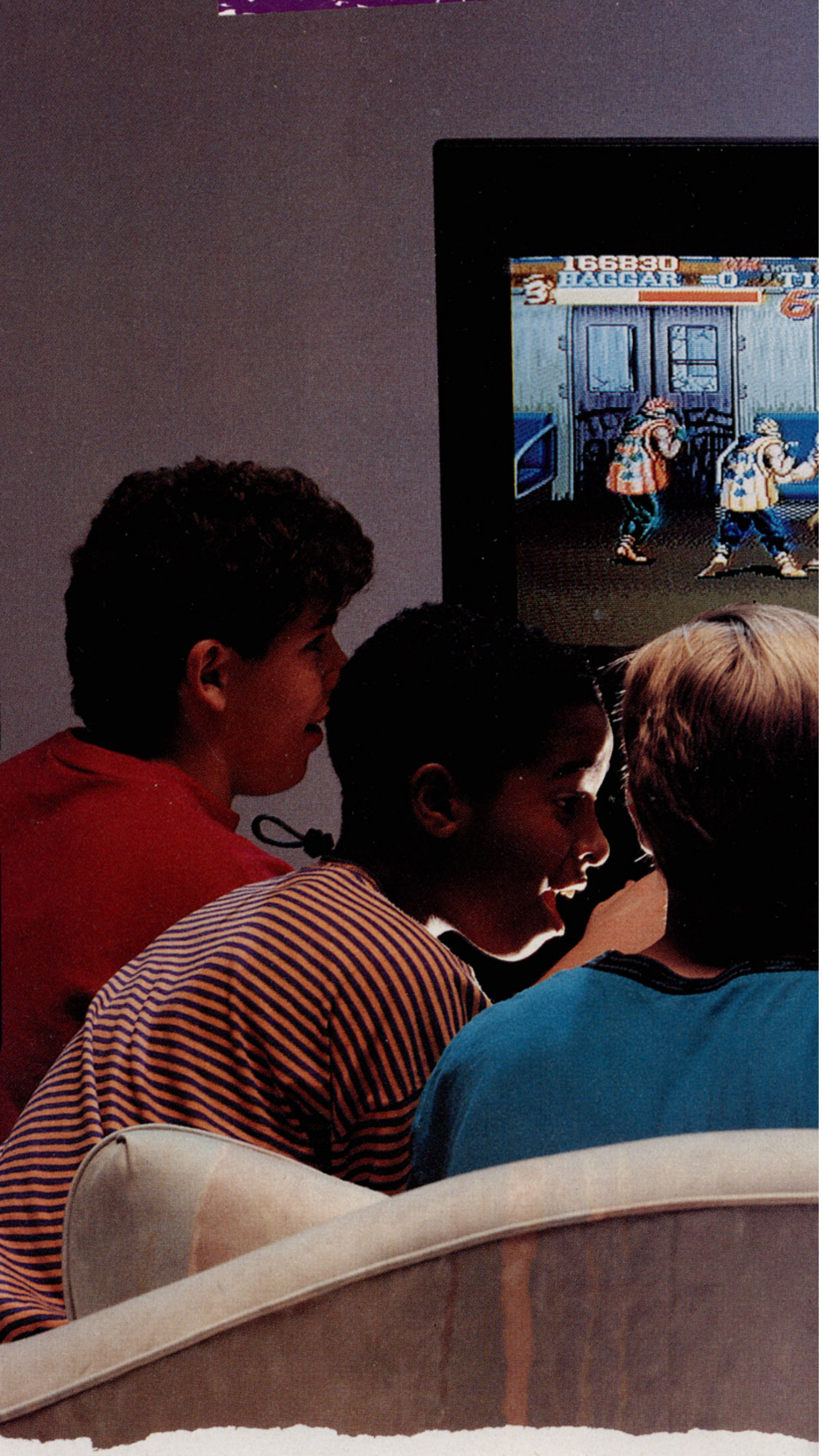
Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.



Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.



Ghosts appear—and disappear on the haunted seas, use your haunted sickle and you may survive—without it, say goodbye!



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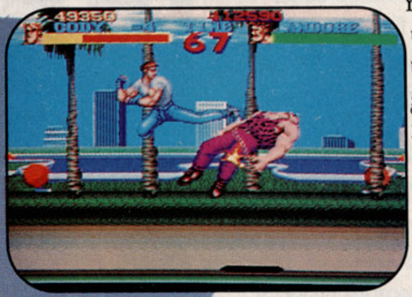
WAY
ARCADE GAMES AT HOME.

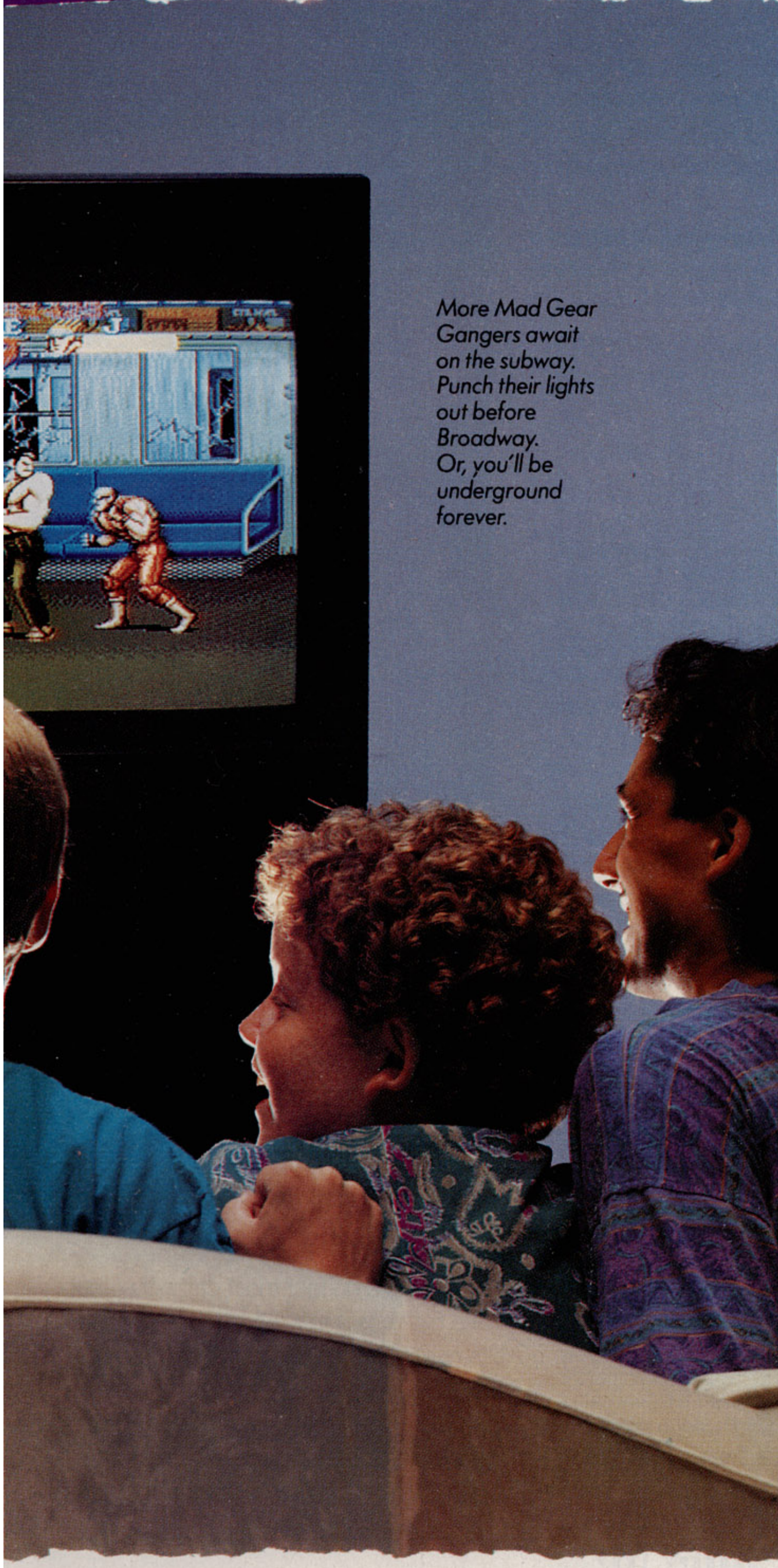
FINAL FIGHT.

The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down. You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.

FINAL FIGHT
SUPER NINTENDO



Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.

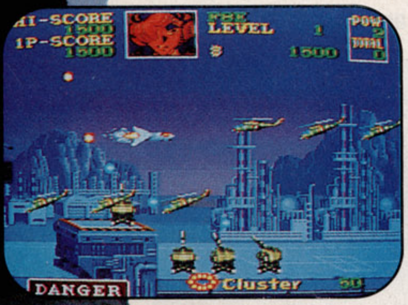


More Mad Gear Gangers await on the subway. Punch their lights out before Broadway. Or, you'll be underground forever.

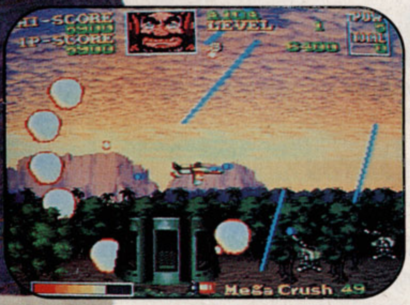
U.N. SQUADRON.

SUPER NINTENDO

Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed—headquarters of the U.N. Squadron—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-20 Tigershark. Of course, you have lasers and bombs of your own. The freedom of millions depends on you, so strike hard and strike often.



At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.



Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.

CAPCOM USA

ARCADE SERIES

GAME BOY PRO REVIEW

By Monty Haul

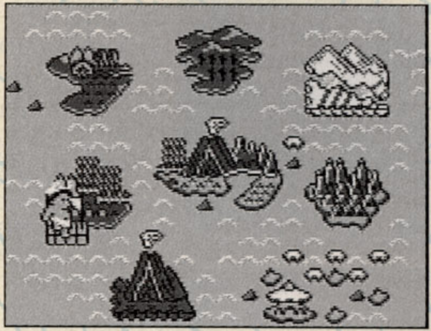
What's left to take over when you've already conquered Nintendo screens, twice? For the Evil Witch Doctor and his colleagues in island badness, there's only one thing left to do: invade the Game Boy.

Deja Vu from Island II

Remember that brave little jungleman, Master Higgins, and how he rescued Princess Tina from the clutches of the Evil Witch Doctor in Adventure Island II for the NES? Well, the better you recall his past feats, the more likely you'll do it all over again successfully on the Game Boy. The first handheld Adventure Island is modeled after the second NES Adventure Island (minus the color, of course).

Island Hopping

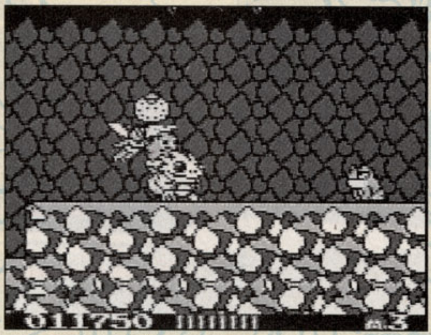
Master Higgins hops on his raft and sets sail for eight islands of mostly-recycled adventure: Fern, Lake, Desert, Ice, Cave, Cloud, Volcano, and Dinosaur. Just as before, each island consists of several side-scrolling stages of running, jumping, skating, swimming, and of course shooting.



Master Higgins sets sail for eight Game Boy adventure islands.

Egg-cellent Items

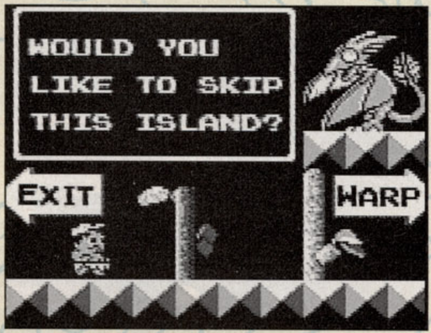
All the coolest power-ups in Adventure Island can be gathered, not by busting blocks, whipping candles, or even shooting spaceships, but by breaking open eggs strewn along the path. Most common is the good ol' throwing axe, your faithful companion to the end. Also look for the Honey Girl's invincible protection. Hidden eggs are just that, but if you do find them, get set for a wild ride in a bonus stage or an airborne stage-skip.



The Honey Girl lends Higgins a helpful hand.

PROTIP: Throw axes everywhere to pinpoint hidden eggs, which will absorb your shots.

PROTIP: Avoid knocking eggs into bottomless pits by leaping directly on top of them or cracking open their shells with axes.

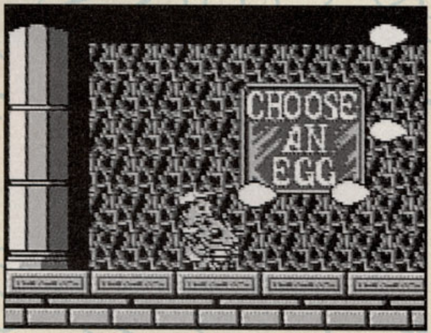


WOULD YOU LIKE TO SKIP THIS ISLAND?

PROTIP: Look for obscure eggs which warp you past entire islands. The first one's hidden on Fern's Area Four, two paces after the first rock in the second clearing where there are no trees in the background.

PROTIP: Pop open the hidden egg at the bottom of the first hill slope in Lake Area Two and you'll be rewarded with three free lives.

Upon completing a level you play a head-spinning bonus game. Choose one of eight revolving eggs for prizes ranging from points to an extra life.



CHOOSE AN EGG

PROTIP: Aim for the third bonus egg for your best chance at a 1-up.

Huds
ADVEN
ISL

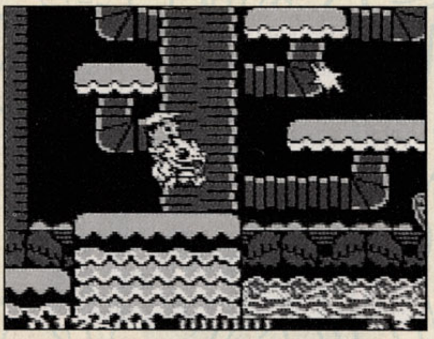
Hitch a Ride

Higgins hikes on foot most of the time but gives his dogs a rest when he finds a skateboard for rapid transit. Even better are the friendly dinosaurs which occasionally hatch out of eggs. Four are available, including a tail-flicker, a breath-belcher, a sky-flier, and an ocean-swimmer.

on's
NTURE
AND

PROTIP: Each time you finish an early area with an axe or a dino in tow, store it away for use in the final stages the game.

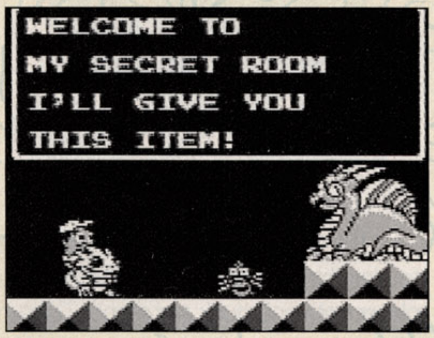
PROTIP: Sometimes, it's wise to pass up the skateboard, because it has no brakes which can cause you to miss valuable hidden eggs.



Your dino friend's a true twinkle-toes.

PROTIP: If you're aboard a skateboard or a dino and you're hit, you'll lose the item but remain unharmed.

PROTIP: All your dinosaur buds except "Classie" are allergic to water.



```
WELCOME TO
MY SECRET ROOM
I'LL GIVE YOU
THIS ITEM!
```

PROTIP: In Area Three of Fern Island you'll find the Hudson Bee, which enables you to continue with your full inventory of dinos and axes. When you pass the first frog, climb up one ledge and down the next ledge. You'll land right next to the Bee.

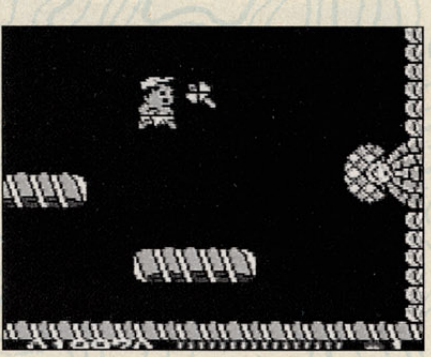
PROTIP: After acquiring the Hudson Bee, repeatedly die and play through the first island to stockpile up to nine of each item. If you return to the section where you claimed the Bee, you'll score a 1-Up!

Tropical Terrorists

Death is swift and painful if one of the Doc's henchmen so much as touches Higgins. They're mostly insane islanders and wild animals, like pig-headed warriors, fire breathing snakes, and miniature octopuses. At the end of each side-scrolling stage is an overgrown boss beastie.

PROTIP: A strange-looking flower planted in the background means an enemy is about to ambush you from behind.

PROTIP: When the penguins on the frigid Ice Island summon deadly snow storms, wait for the blizzard to appear, then weave in between the flakes and take the penguins out with axes.



PROTIP: To waste the vicious Higgins-eating plant at the end of Level One, stand towards the middle area of the screen, jump high, and toss your axes.

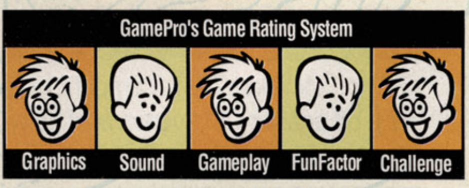
A Well-balanced Diet

Feed yourself with fruits, meats, vegetables, and milk to keep your strength going. Be quick, because edibles only appear on-screen for a limited time. Flowers are worth double the health boost of ordinary chow. If your life line drops to zilch, you're shish-ka-Higgins. So many ways to die, so few ways to win!

Islands of Okay Adventure

Hudson's Adventure Island has always been well-known for its reliable but not extravagant Mario-like gameplay. Since the handheld version is close to a pixel-perfect version of the NES sequel, the same wisdom applies. The high points include better-than-average Game Boy character illustrations, easy-to-handle gameplay, and unlimited continues. The low points are repetitive obstacles, no passwords, and bland music.

It all boils down to a cart which is fun in the sun for Game Boy enthusiasts but won't give you more than a mild case of Island Fever.



Hudson's Adventure Island by Hudson Soft
$29.95
Available January '92, 1 meg

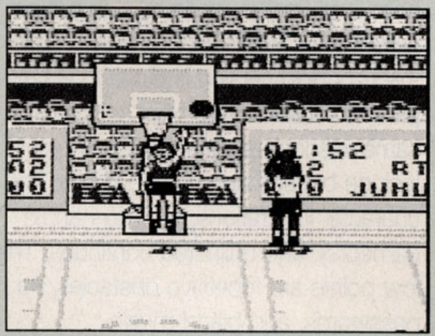
GAME BOY PRO REVIEW

JORDAN VS. BIRD

By Fanatic Fan

If you're a hoops maniac like me, your heart probably starts cranking at double time whenever you see "His Greatness," Mr. Michael Jordan perform one of his patented, gravity-defying moves. But if you've ever tried to score tickets to a Bulls game, chances are you were left out in the cold. Chicago Stadium only has so many seats...

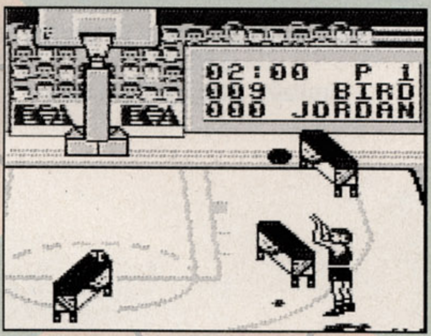
The good news is you can now catch plenty of Air Jordan action courtesy of your Game Boy and Electronic Arts. Jordan vs. Bird: One-on-One is here, and it features the moves that made MJ great, not to mention some incredible action from the Birdman as well. But while having Jordan and Bird on hand is great, you might be a little bummed at the head-to-head play versus the computer.



Bird is too late to stop the turnaround jumper from Jordan!

A Bird in the Hand...

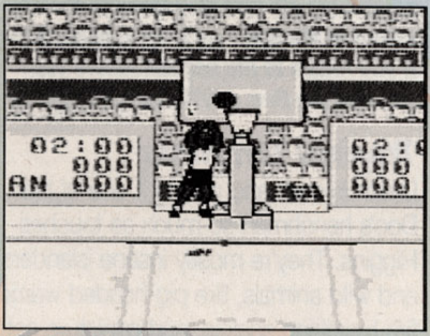
There are three sections to Jordan vs. Bird – The 3-Point Contest, The Slam Dunk Contest, and One-on-One. In the 3-Point and Slam Dunk competitons you face off against CPU versions of Larry Bird and Michael Jordan respectively.



Can you shoot more three-pointers than eagle-eye Larry Bird?

When you take on the Birdman in the 3-Point Contest you'll have 60 seconds to shoot 25 shots – five balls from five different bins stationed around the basket.

The Slam Dunk contest enables you to play three rounds versus Jordan – each player gets one dunk per round. There are 10 patented Jordan dunks to choose from such as the Windmill, the Statue of Liberty, and, of course, the Air Jordan. You get 30 seconds for each dunk and a bunch of computer judges score you 1 to 10. I think I got stuck with the Russian judges – my scores were bogus!



PROTIP: Each dunk has a certain 'takeoff' spot on the floor. It's a good idea to play Follow the Leader before entering a competition to see how Michael does the dunk.

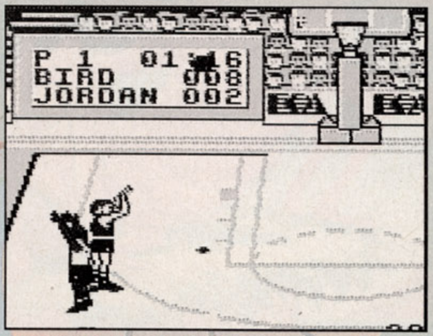
PROTIP: The last ball in each bin is the "money" ball – worth two points rather than one. Take your time when shooting it.

Talkin' Trash

Once you've tried your hand at dunking and 3-point shooting, it's time for some real action – one on one! You control Bird or Jordan, depending on who you like more, or your preferred style of play. Jordan, of course, is the better dunker and quick on defense. Bird is a good shot blocker and an eagle-eye sharpshooter. He's a better 3-point shooter than Jordan.

In the One-on-One game, you play to 11, 15, or a full four quarter game. As in real basketball refs call fouls such as charging, blocking, travelling, and failing to clear the ball.

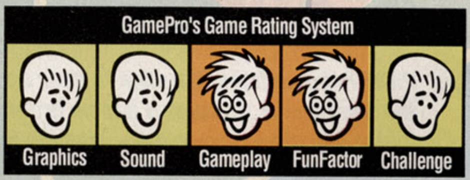
If you're familiar with the NES version, you'll pick up on the gameplay immediately. But even if this is the first basketball title you've ever played, it'll only take a couple of games before you're an expert. The gameplay is simple, and there aren't too many moves to master. The most difficult thing to learn is how to keep your player from floating out of position everytime you jump to block a shot. Both Bird and Jordan tend to drift if you're on the move before you jump.



PROTIP: Set both feet before you attempt to block a shot. If you're moving as you jump, your player floats or drifts in the direction you're moving – often leaving you completely out of position.

Post Game Highlights

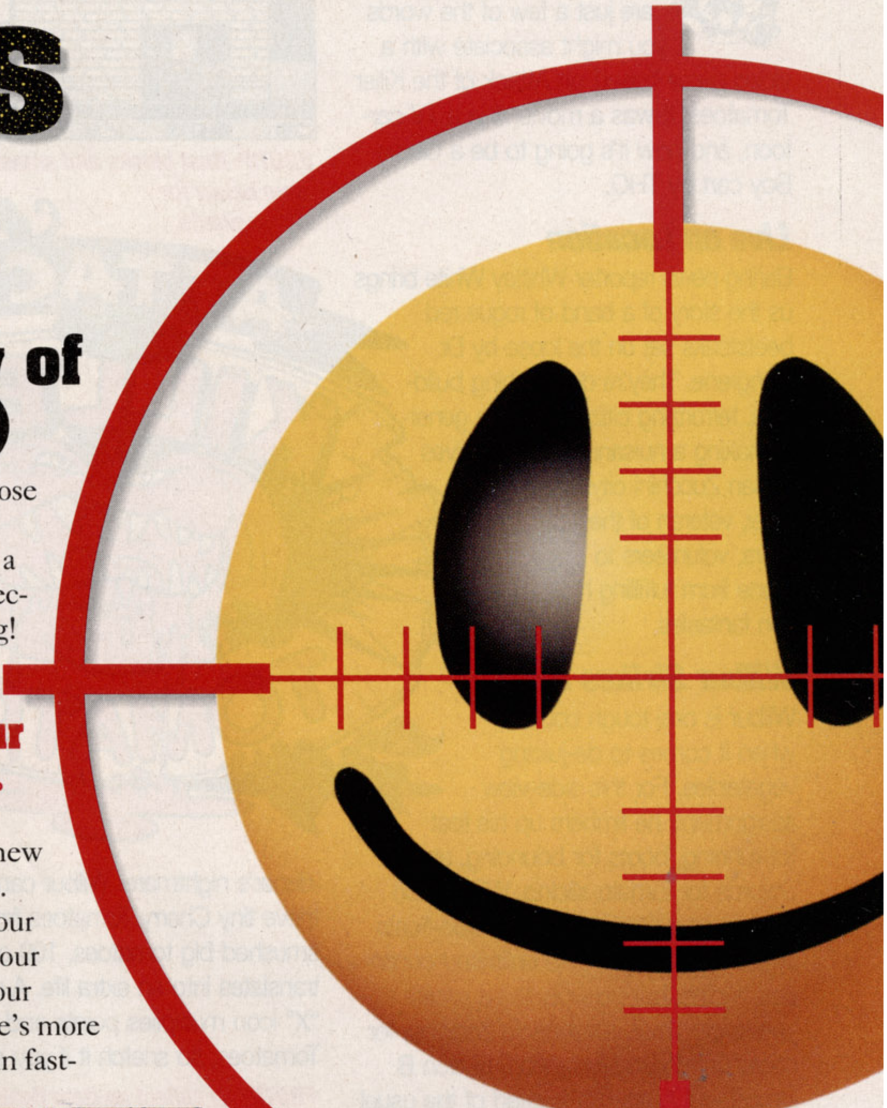
The Jordan and Bird figures are large and easy to see – always nice in a Game Boy game – but the floating problem means they're often tough to control. This cart is a good sports diversion, but ideally you'll want to team up with a Game Boy-owning friend for some head-to-head competition. That's when this cart really cooks! Jordan vs. Bird is more like the 1991 Boston Celtics than the Chicago Bulls – a good, solid team, but not quite championship caliber.



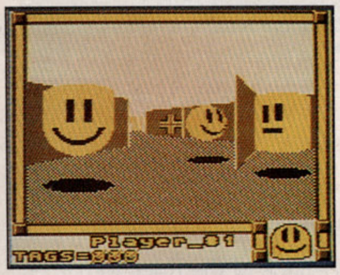
Jordan vs. Bird by Electronic Arts
$29.95
Available now

Wipe the smile off this face!

(And maybe a few of your friends, too!)



Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning— in first-person perspective, with 3D graphics and 360° maneuvering!



WATCH OUT! They only look happy!

Get into your Game Boy...

And we mean *into!* FaceBall 2000 is a new virtual reality game. You don't just *see* your character, you *are* your character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.

Bring your friends along!

Sure. You can take on the Smiloids alone. But with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!

More than four times the fun with the Four Player Adapter!

Nintendo
GAME BOY
FACEBALL 2000
ONE TO FOUR
1-4
PLAYERS
GAME LINK
Nintendo
Bullet-Proof Software

It pay$ to play together.

Don't miss your chance to get up to $5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!

FACEBALL 2000

A whole new way to get into your Game Boy.

Bullet-Proof Software • 8337 154th Ave. N.E. • Redmond, WA 98052 • (206) 861-9200

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The Best Games in the World™

Bullet-Proof Software

By Boss Music

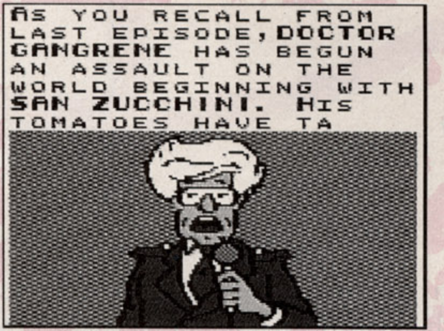
Arrrgh! Splat! Squish! These are just a few of the words you might associate with a video game based on Attack of the Killer Tomatoes. It was a movie, it is a TV cartoon, and now it's going to be a Game Boy cart by THQ.

Live on Location

Daring news reporter Whitley White brings us the story of a band of rogue red beefsteaks set on the loose by Dr. Gangrene. They're demolishing buildings, terrorizing citizens, and in general making a nuisance of themselves in San Zucchini city. Wilbur Finletter, veteran of the Tomato Wars, volunteers to stop Gangrene from fulfilling his fertilization fantasies.

Wilbur Strikes Back

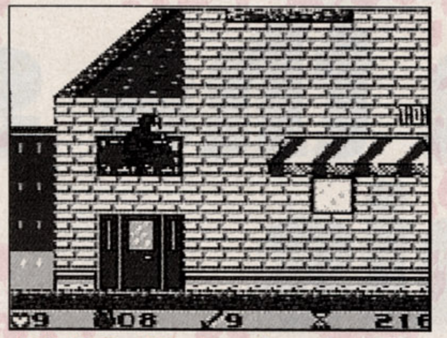
Wilbur is one tough cookie when it comes to de-juicing vegetables. For this side-view assignment, he limbers up his feet for running, boots for bouncing, and Swords for tomato-slicing. Wilbur also cruises on a Skateboard and free-floats in a Parachute. He gets unlimited continues, a plus, but controls like a rotten you-know-what, a minus. In addition, for some unfathomable reason, Button B jumps and A attacks instead of the usual other-way around.



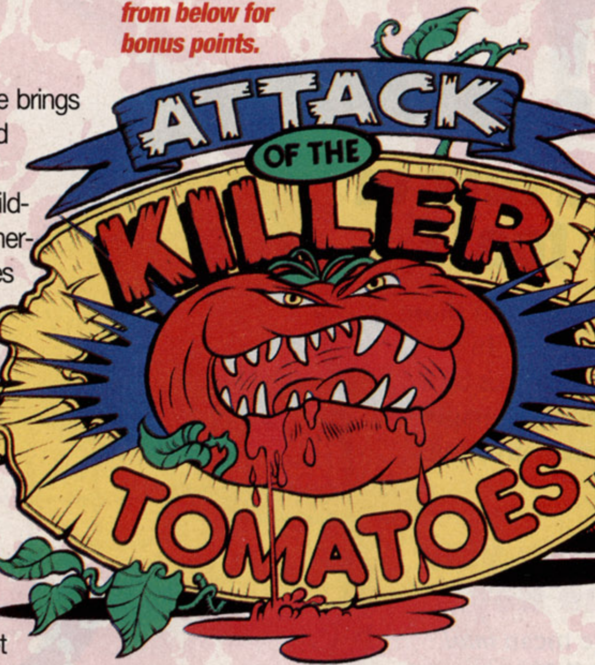
AS YOU RECALL FROM LAST EPISODE, DOCTOR GANGRENE HAS BEGUN AN ASSAULT ON THE WORLD BEGINNING WITH SAN ZUCCHINI. HIS TOMATOES HAVE TA

The trouble with Gangrene's tomatoes.

PROTIP: To jump as high as possible, don't run, just stand still and hold down B.



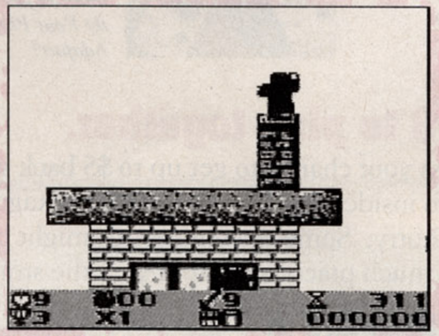
PROTIP: Bust blocks and smash windows from below for bonus points.



The Swords, as well as energy-boosting Medals, 1-up awarding Hearts, and speed-inducing Lightning Bolts, are scattered throughout this 13-level gardener's nightmare. Wilbur can also retrieve tiny Cherry Tomatoes from smushed big tomatoes, 100 of which translates into an extra life. A spinning "X" icon multiplies points and Cherry Tomatoes, so snatch it if you see it.

PROTIP: To collect an item floating off a ledge, jump out, grab it, and hook back to safety with the controller.

PROTIP: You need the Tomato Juice Can to exit a level. Punch and kick everywhere to find it.



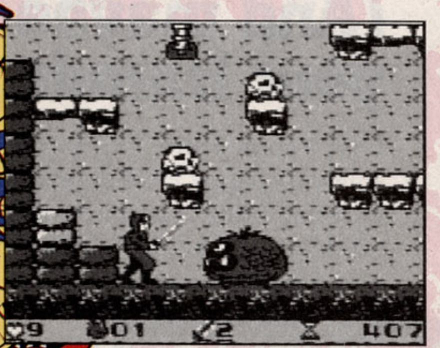
PROTIP: Climb down this Level Four house's chimney to uncover a hidden area.

PROTIP: Walk through walls in Level Ten to reach secret item areas.

PROTIP: Don't enter the funky steam-spewing processor machine or you'll be tomatoized.

Tomato Treachery

Tomatoes here, tomatoes there, tomatoes everywhere. You'll go head-to-vine with Piranha Tomatoes, Skull Tomatoes, Cloud Tomatoes, Mouther Tomatoes, Roller Tomatoes, Shrapnel Tomatoes, Mexican Tomatoes, Ballistic Seeder Tomatoes, Bat Tomatoes, and Super Boss Tomatoes. Yikes! Yucky! Who dreams up this stuff? The landscapes include the streets, rooftops, and countryside of San Zucchini.

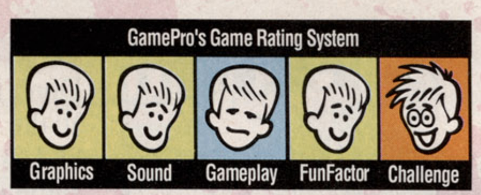


PROTIP: To beat any of the three boss beefsteaks, toss a sword as soon as he unsquishes and repeat. If you run out of blades, switch to your stomp attack.

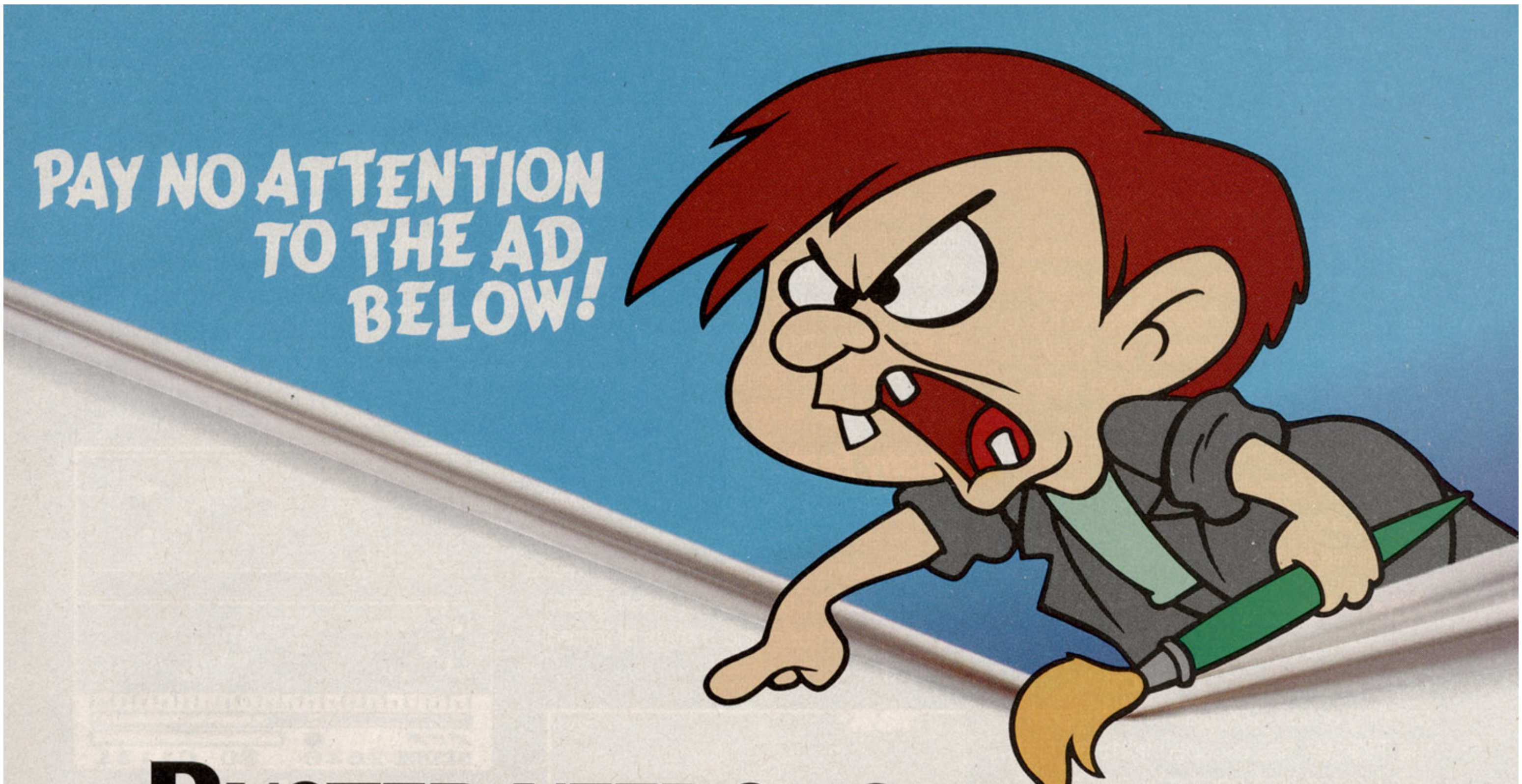
Not the Pick of the Crop

What sets Attack of the Killer Tomatoes apart from other games is, well, nothing. The graphics aren't eye-straining, and the music is worth a listen, but neither really excels. After a while, the game action "grows" ho-hum, even with tomatoes wearing sombreros.

Killer Tomatoes is an all-around decent attempt at another side-scroller for the Game Boy, but in the final analysis, it's likely to be too silly and too uncontrollable for some tastes; average hack-n-splatter action. "Splat!" indeed.



Attack of the Killer Tomatoes by THQ
$32
Available now, 1 meg


PAY NO ATTENTION
TO THE AD
BELOW!

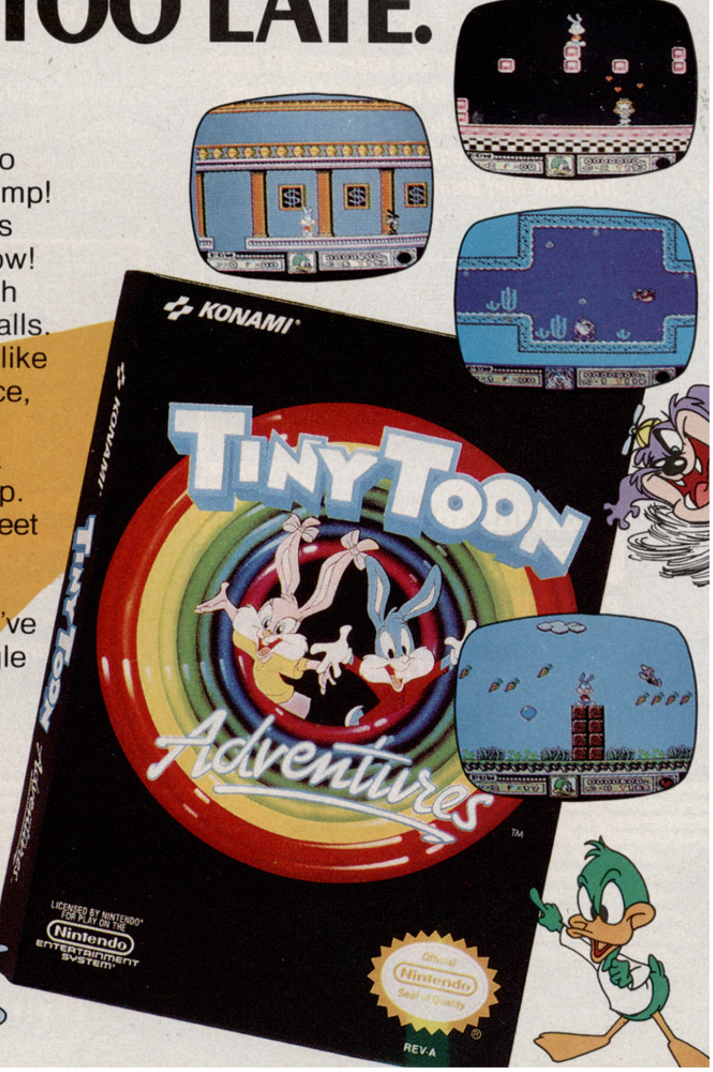
BUSTER NEEDS YOUR HELP TO SAVE BABS FROM MONTANA MAX BEFORE IT'S TOO LATE.

Acme Acres is in trouble to the *max*. That bratty billionaire has captured Babs Bunny. So Buster's got to get hopping on a wild rescue romp!

Luckily he's got the help of his kooky pals Dizzy Devil, Furrball and Plucky Duck. And how! Dizzy Devil spins himself silly to break through rock solid walls. Furrball climbs straight up walls. And Plucky swims and glides through the air like a . . . duck. Along with Buster's powerful bounce, Monty will be toast!

Maybe. Six hairy scary levels show you a gazillion ways that Monty will try to trip you up. He's hired a gang of goofballs gone bad to greet you, like the ever clever Roderick Rat, iron-pumping Arnold the Pitbull and hug-happy Elmyra. If that weren't enough, you've got to beat the clock as you struggle through haunted forests, creepy pirate ships, secret chambers and finally Monty's Mansion.

The Toonsters need your help now. So "Toon" up your NES™ and let Montana Max know who's boss!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GAME BOY PRO REVIEW

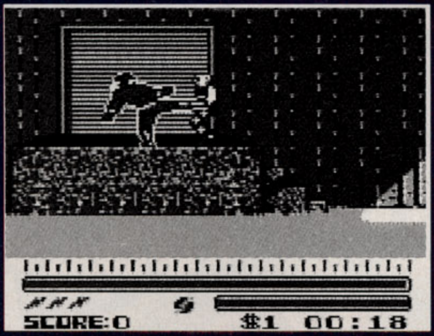
By The Spam Weasel

The scarlet speedster, a.k.a. the Flash, may have been yanked off the tube, but if you're a comic book reader, you know that most super heroes never die, they just get reincarnated into some other form. The newest incarnation of The Flash is the latest Game Boy cart from T•HQ, and although this baby is built for speed-sometimes speed isn't what you need.

Flash-Dance

The Flash is a punch-and-kick action game with 13 levels of horizontally scrolling action. The Flash's arch-enemy, the Trickster, has escaped from jail, and he's planted time bombs all over the city (Gee... do you think this is a parole violation?). He's dragged along a couple of Flash thorn-in-the-sides, Captain Cold and the Mirror Master, to help him terrorize the city. Since you're dealing with time bombs, you only have so much time to reach the end of a level – but then, you're the Flash!

PROTIP: Time is of the essence. It's more important to get to the end of the level than to go head-to-head with every thug. You must have enough time to fight the Trickster and disarm the time bomb on each level.

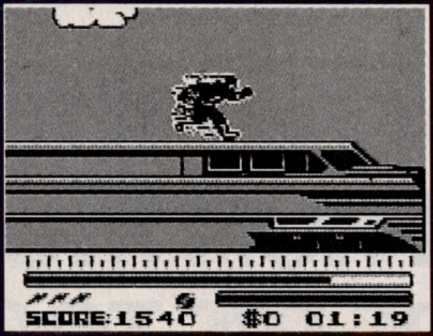


PROTIP: The Mirror Master's holograms look just like villains, but they can't hurt you. They only exist to delay you.

The time limits mean you shouldn't stop to admire the scenery, but that's OK because each level features similar-looking areas. You begin in an art gallery, then move to a garage, the street, and a moving train. After diffusing the Trickster's time bomb on the train, you go to another art gallery, then a garage, etc. You get three Flashes to complete the game, but each level has a password.

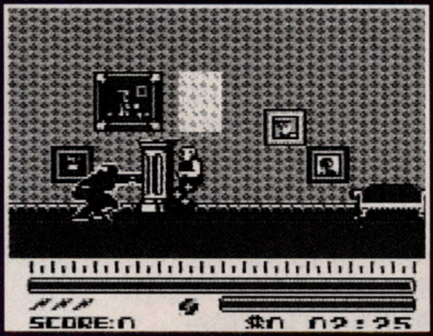
Flashy Features

This wouldn't be a true "Flash" cart without the element of super speed, so by holding down the A and B buttons, along with a direction button, the Flash goes into "surge" mode and moves at incredible speed.



Faster than a speeding train...

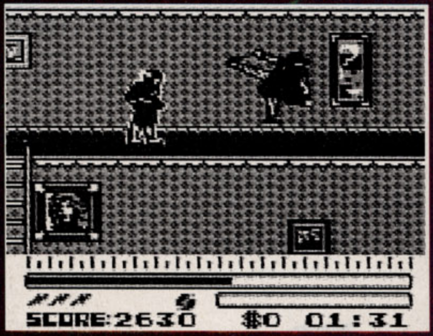
The Flash-dude also has super combat ability. Holding down A and B during a fight makes the Flash go nutzoid – punching and kicking at a frantic speed, until the bad guy is no more.



PROTIP: You can kick and punch through obstacles such as pedestals and pillars, but bad guys can't hit you back.

Fast Food

If you decide to slow down, you find food machines, dollar signs and little Flash emblems. Pick up dollar signs to spend at the food machines, which dispense items such as hot dogs that give Flash more surge power. The Flash emblems, which appear when you knock out a bad guy or disarm a bomb, build up your health meter.

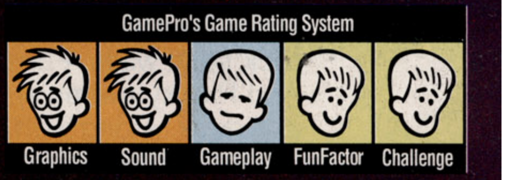


Inside the Trickster's Funhouse.

Speed Trapped

The Flash sports solid graphics, and it plays a great rendition of the TV theme song, but it lags in the gameplay category. Expecting you to hold down A AND B plus hit a direction button every time you want to move faster is asking a bit much. You'll probably find jumping and moving more challenging than any of the villains in this cart.

Sometimes speed kills, but in The Flash for the Game Boy, it's the controls that ultimately do in the scarlet speedster.



The Flash by T•HQ
Estimated price $34.95
Available February '92, 1 meg

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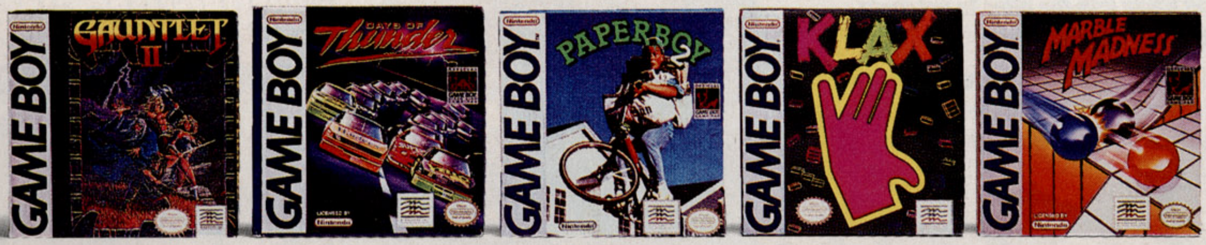

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GAME BOY PRO REVIEW

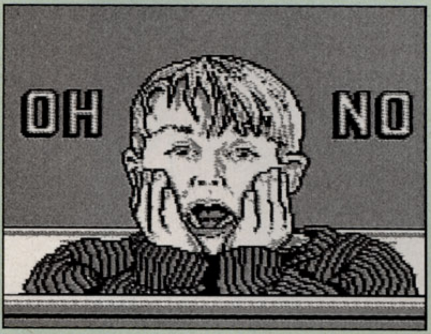
Home Alone

By The Unknown Gamer

Those bumbling "Wet Bandits," Marv and Henry are back! And this time they've brought friends - a nasty gang of thugs to help them get revenge on young Kevin McCallister. Kevin's parents are away (so what else is new?) and it's up to Kevin to defend his home.

Oh No!!!

Home Alone for the Game Boy is a run-and-grab action game that requires you to think ahead. Kevin must get to and collect his family's valuables before the crooks steal them. His large house is divided into four wings, each consisting of hallways and several rooms. Kevin clears each wing by gathering a set number of valuables and dropping them down the laundry chute (so the crooks won't find them). After four levels of gathering valuables, Kevin squares off against Marv, Harry, and Kevin's greatest fear, the basement boiler in the final battle.

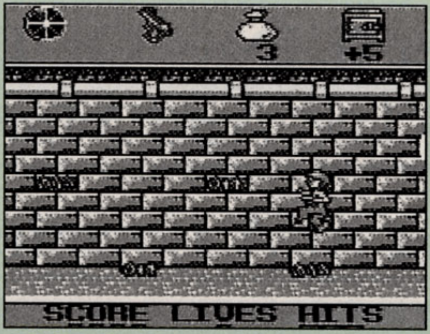


"Oh no! I've been turned black and white!"

Kevin's fears are well founded. His basement boiler is a fireball-spitting monstrosity. You'd think Kevin's parents would have checked the basement before they bought this house!

PROTIP: Use floor booby traps, such as the broken toy piles, to your advantage. Lead Marv and Harry into the piles to get them out of the way.

PROTIP: Before attempting to jump over the spiders in the basement, jump straight up so you can see their movement pattern.



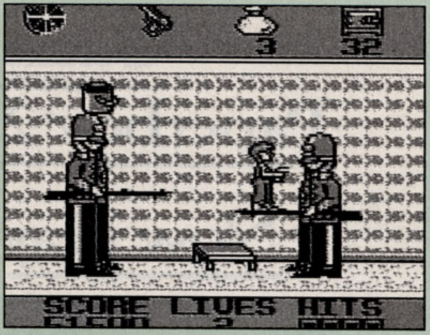
PROTIP: Navigate the second spider area two at a time - jump over the first spider and run right under the second, then stop, and jump over the third spider and run under the fourth.

A Feast Fit For A Nine-Year Old

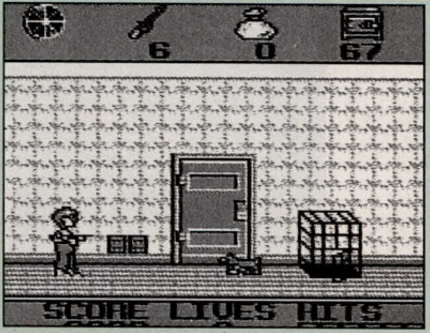
As in most run-and-grab games finding hidden power-ups helps you out. There's lots of pizza - find eight slices and you get another life. Munch on monster-sized chocolate chip cookies to earn back one hit point (you have three hit points per life). If you're really lucky you'll uncover a Pizza Box - worth one extra life, or some After Shave. After Shave isn't as tasty as pizza but it's almost as helpful – it gives you limited invincibility.

My Boiler Boils Over

Each level gets progressively trickier - the valuables you must collect change from stationary objects such as money bags and watches to moving targets, such as pets or toys. But there's more to this game than just picking up valuables before the bad guys grab them. Kevin also has to be cunning enough to outwit the crooks, clever enough to figure out ways to reach seemingly unreachable places, and quick on his feet.



Where does he get those marvelous toys?

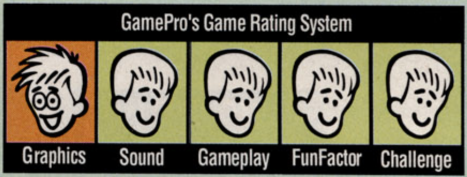


Kevin McCallister, Boy Dogcatcher.

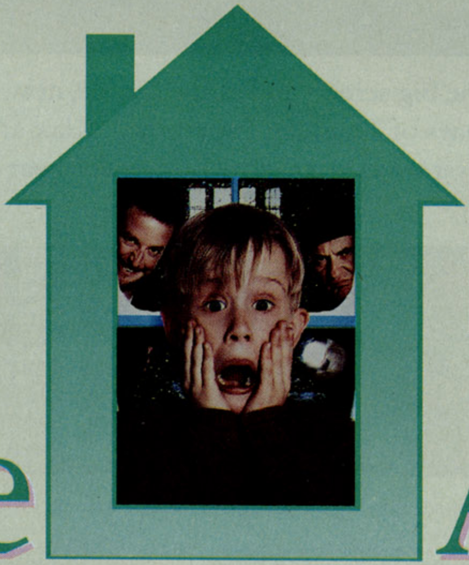
Kevin has some weapons at his disposal to slow down Marv and Harry - such as his water pistol with an unlimited number of shots. A couple of shots of water stuns the Wet Bandits (what a bunch of wimps!). Kevin can also find a slingshot and pellets, which are more effective than the water gun, baseballs, and eventually, the BB Gun.

Easy as Pizza Pie

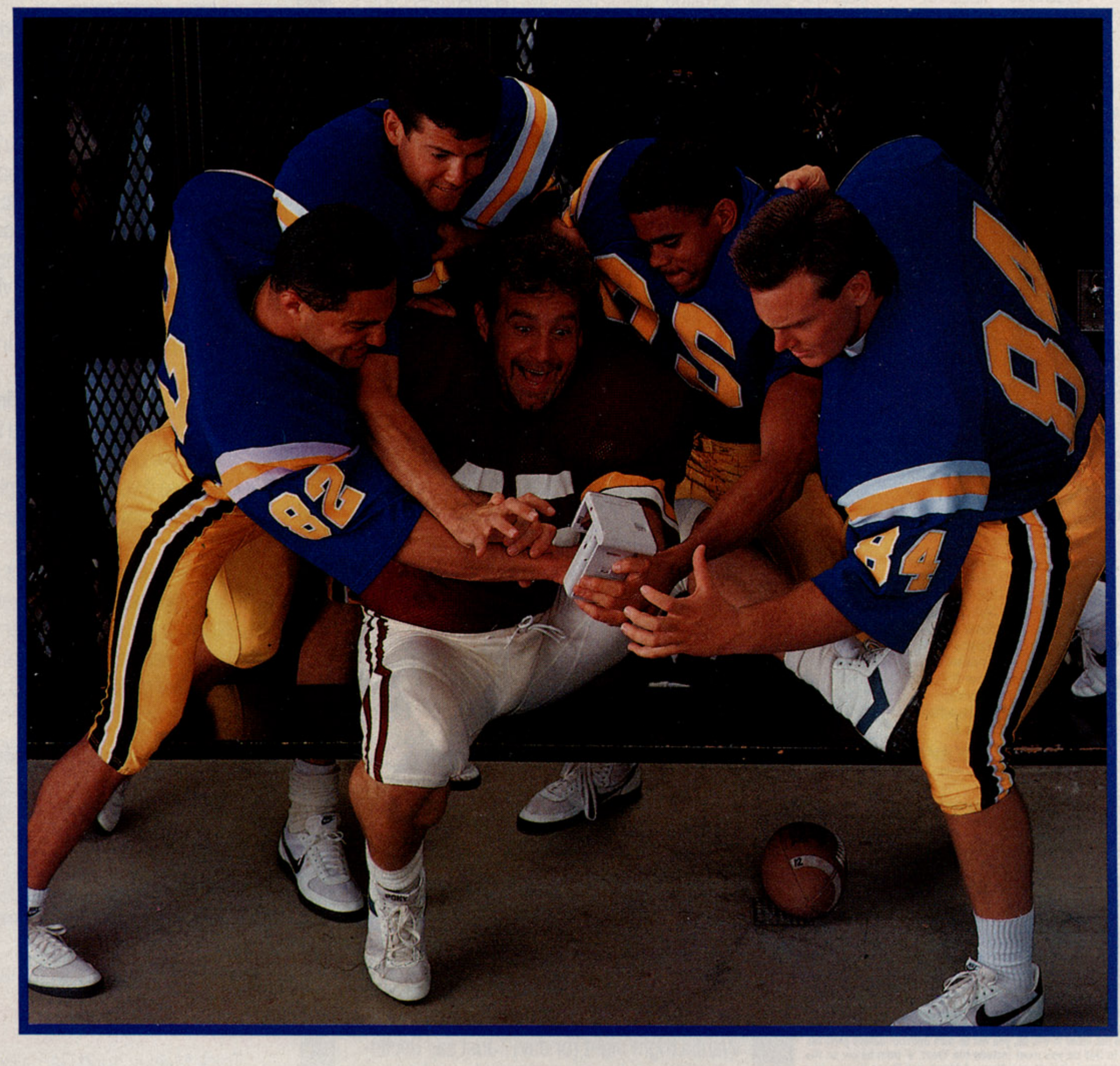
One of the best things about Home Alone is its large graphics. It's easy to keep track of Kevin and all his enemies, unlike many Game Boy titles that make you squint to play them. If there's a negative to Home Alone, it's the lack of varied gameplay. Although the difficulty increases as you advance, you're still performing the same basic actions that you were back on the first level. But, hey, there are only so many ways to stuff a bumbling burglar down the laundry chute.



Home Alone by T•HQ
Available now

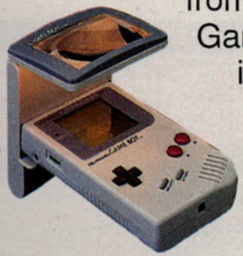


Light Boy is Bound to Attract Attention!



I can't take my **Light Boy** any place without making a commotion. All I wanted was a few private moments on the Game Boy before the offense got off the field; but now I've got these rookies from the other team in here. They like the way **Light Boy** makes the Game Boy screen light up in the dark. The $1\frac{1}{2}$ times magnification is great, too. **Light Boy** is bound to attract attention. Now, how do I get rid of these guys?

Bob Golic



- ■ Bilateral lighting
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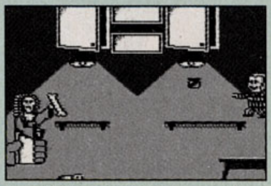
Beetlejuice

By The Missing Link

Beetlejuice, the "ghost-with-the-most," is off to the Neitherworld to break Lydia free of Astorath's stronghold. And...surprise! He's not even gonna' charge her for it.

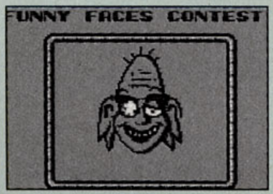
LJN's crammed a veritable smorgasbord of action into a pee-wee sized Game Boy cartridge. Beetlejuice tackles a six level, dual scrolling spook-fest. First he prepares Lydia's humble house of horrors for her return by ducking in and out of rooms to rid the house of its unwanted tenants, including haunted laundry and flying pigs. From house to Hades, it only gets worse, as Beetlejuice scours the Graveyard, Beyond the Grave, and the Netherworld. Last but not least, there's the Final Confrontation.



Here comes the judge!

Most of the action's straightforward stuff: jumping, ducking, shooting, running up stairs, and collecting lost statues. For a change of pace, there's also a few funky puzzle-type sequences where Beetlejuice fits pipe joints together, and has a "gross-out" ugly face contest with a fellow ghoul.

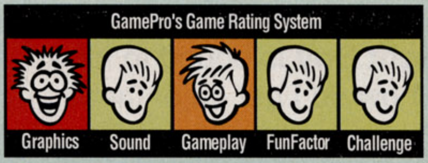
PROTIP: To Beat the Bubble Ghost, simply stay atop the washing machine to avoid his bubble blasts.



Beetle-beauty.

PROTIP: On a tabletop it's easy to duck under or jump over the bones Legal Evil hurls at you.

This game's almost as much fun as Beetlejuice is weird. Beetlejuice is easy to keep under control as he bops along to the likeable music. The graphics are hard hitting with lots of detail. Want a fright night (or day)? Just say Beetlejuice, Beetlejuice, Beetlejuice.

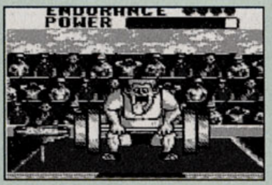


Beetlejuice by LJN
$29.99, Available now, 1 meg

Track Meet

By Slo Mo

Track Meet by Interplay is basic video sports fare that's entertaining and nice-looking. You take part in seven events — the 100 Meter Dash, the Hurdles, the Javelin Throw, the Pole Vault, the Long Jump, the Discus Throw, and Weightlifting. The discus toss appears in overhead view, but the rest of the athletics show in horizontally-scrolling sideview perspective.



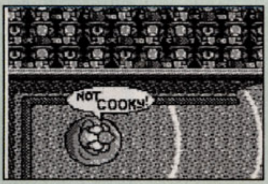
PROTIP: In Weightlifting your power potential drops even as you stand there.

The graphics are sharp and strictly cartoony. The music and sounds don't get in the way. Your CPU competition is five aptly-named video Olympians – Ricky the Barbarian, Swammi Pastrami, Kenichi Katana Ninja, Irvin B. Cheetin, and Jack Strop.

Naturally, you try to finish first in every event, but if you lose, your score is based on your time or distance relative to the winning measure. Even if you lose a couple of individual events, your combined score can win you a trophy.

The goofy-looking guys are fun to watch, but you should handle them easily. GB-to-GB with a friend is a better match.

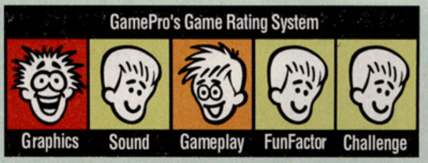
Track Meet requires energetic gameplay that defeats the purpose of the Game Boy as a keep-it-to-yourself game system. This is flat-out finger-burning button-pressing. In fact, you don't even use the directional keys. The faster you press A, the faster you run, the farther you throw.



The Discus overhead view.

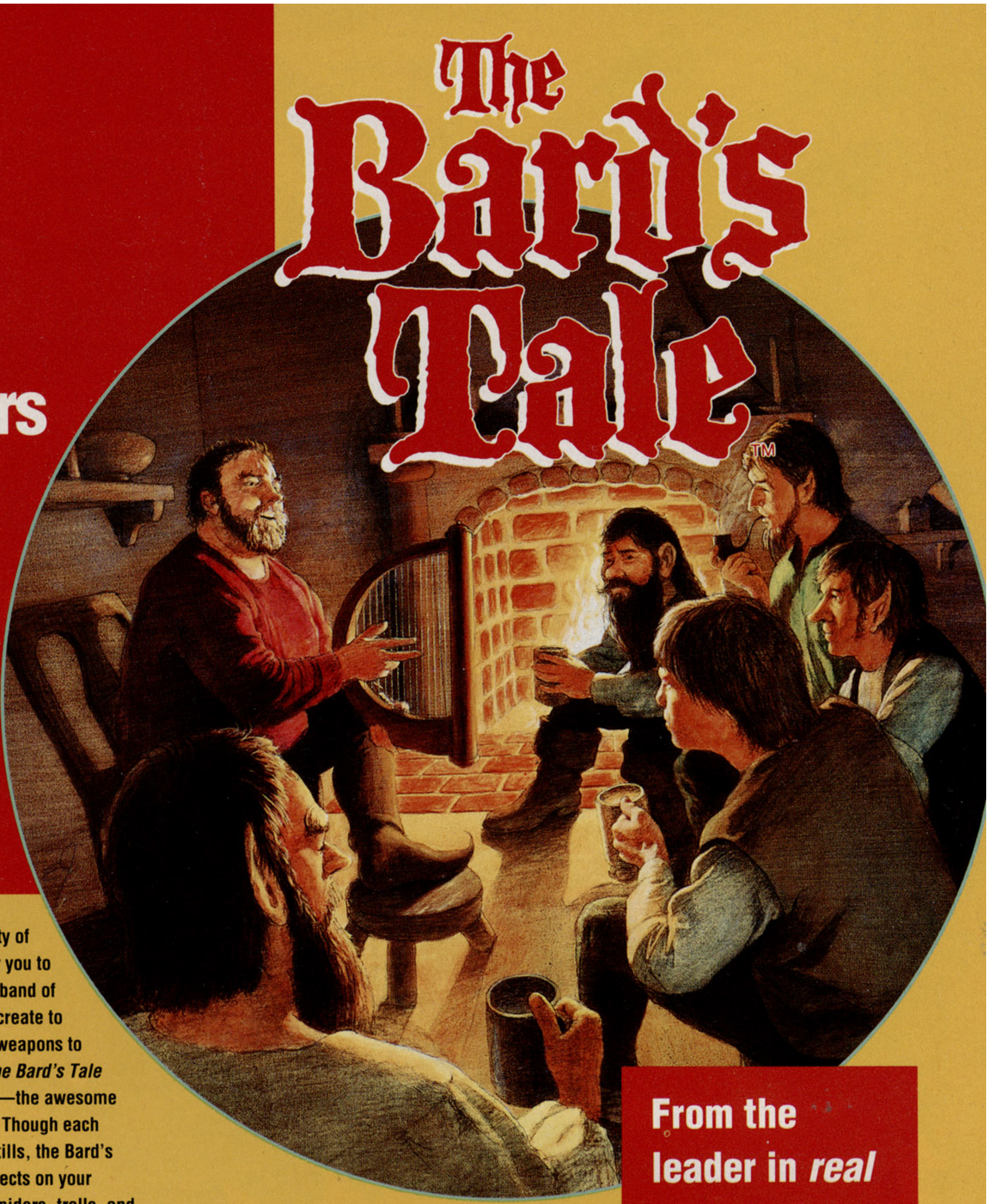
PROTIP: Try laying the Game Boy flat and using your index finger to hit A.

Track Meet is good Game Boy fun. Even though you'll win gold medals versus the CPU in no time, you must still face the ultimate opponent – yourself.



Track Meet by Interplay
$27.95, Available now

The Bard's Tale™



Where monsters finally face the music!

You'd expect a great role playing game to have plenty of monsters and creatures for you to conquer. You'd expect the band of six hardy adventurers you create to have magical powers and weapons to wield in battle. But only *The Bard's Tale* brings you the unexpected—the awesome weapon of magical music! Though each of your team has unique skills, the Bard's songs have *devastating* effects on your fearsome foes. Dragons, spiders, trolls, and orcs face the music each time they encounter your freedom fighters. Hone your skills in magic and combat as you search for gold through the incredible maze of the city's 16 levels of dungeons and catacombs. Destroy the monsters with magic and music. *Let The Bard's Tale begin!*

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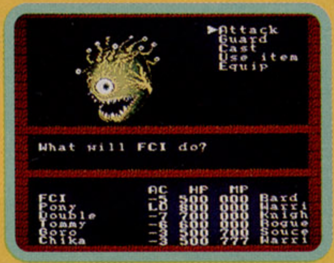
From the leader in *real* role playing games



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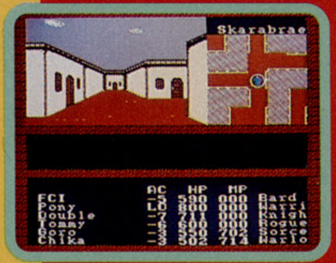
FCI           -5 500 000 Bard
Pony          LO 800 000 Warri
Double        -7 700 000 Knigh
Tommy         -6 600 000 Rogue
Goro          -3 500 700 Souce
Chika         -3 500 777 Warri
```



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              AC  HP  MP
FCI           -5 590 000 Bard
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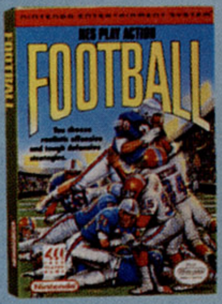

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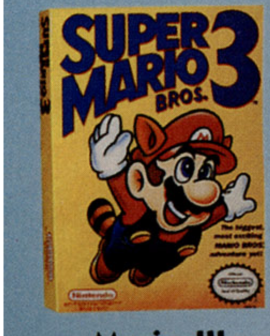

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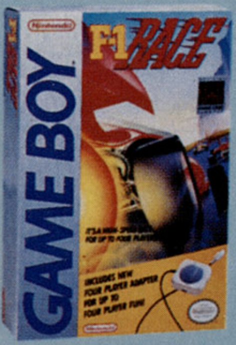
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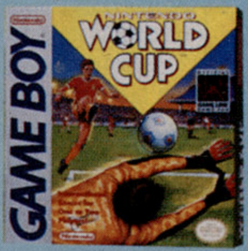
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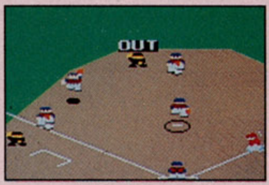
Batter Up

By Fanatic Fan

Video baseball fans who haunted arcades in the '80's will be very familiar with Batter Up by Namco for the Game Gear. Yep, Batter Up is yet another translation of Vs. Baseball/ R.B.I. Baseball without the Major League Baseball license (so all the teams are fictional). Everything here is the same as in that first coin-op – cutesy music, chubby players, limited strategy, etc.

In Batter Up, you can choose between two stadiums, Marine (Park) and City. The City stadium has high fences that make hitting a home run hard. The Marine stadium has artificial turf, so a ball hit in the gap will roll to the wall.

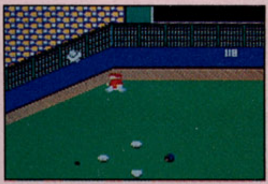


A leaping grab!

Each team has four pitchers, and four bench players. Choose either a 5-inning or a 9-inning game against the computer or a friend (with another Game Gear, a cable, and another B.U. cart). A password system saves a 15-game season.

PROTIP: Fielders who have the ball run at double speed when they chase you. Be extra careful running the bases!

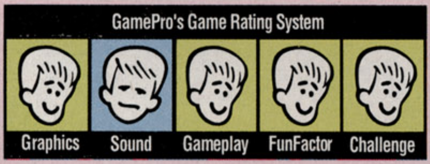
This cart is basic video baseball – batting, bunting, stealing, and fielding. There are only two enhancements – Prime Hitters and the Lucky 7th inning. Prime hitters are the players most likely to get a hit. They waggle their bats when they're at the plate. In the Lucky 7th inning, all players become Prime Hitters.



It might be..it is ! Homerun!!!

PROTIP: All bench players are "prime hitters."

Batter Up is a solid, colorful baseball cart that's sure to hold your interest even though the sounds strike out. It may not be the most complex baseball simulation around – but sometimes something simple is all you need!



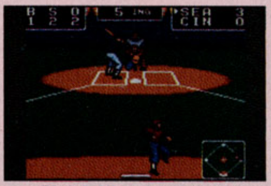
Batter Up by Namco
$29.95, Available now, 1 meg

Clutch Hitter

By Fanatic Fan

In the Spring of '91, Sega tested the "Clutch Hitter" coin-op in a San Francisco-area arcade. Four hours and numerous quarters later, Fanatic Fan was exhausted but smiling: he had found the ultimate baseball video game!

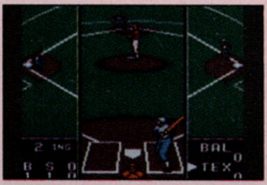
Flash forward several months. First the good news...like the arcade version Clutch Hitter for the Game Gear is a great baseball challenge with sharp, colorful graphics. At the plate, you hit with a behind-the-batter view. When you pitch, the view switches behind the pitcher's mound. Once a ball is hit you go to a 3/4 overhead view from behind homeplate. Three views in one little game!



Clutch Hitter's pitcher's mound perspective.

Sega also has licensed the Major League Baseball Player's Association, so all the pro players are in the game – but they only had room for their initials. You better know your team intimately because lots of players have the same initials (such as Bobby Bonilla and Barry Bonds of the Pirates).

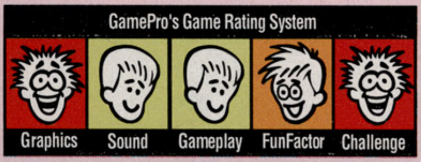
The biggest negative about Clutch Hitter is that you can't jump or dive for balls. This makes fielding tricky – sometimes impossible. Weak grounders squirt through for singles. Singles become doubles. It's a manager's nightmare!



A view from the batter's box.

PROTIP: Don't give up on that single to right field. Your outfielders have great arms, so quickly field the hit and throw to first base.

If Sega had allowed diving and jumping for balls, I would have screamed from the roof tops that Clutch Hitter is the best handheld baseball game ever made. It's still the best around, but I'll keep my enthusiasm in the dugout until the sequel.

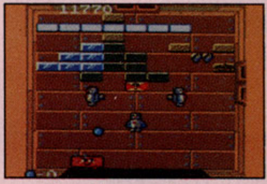


Clutch Hitter by Sega
$39.95, Available Dec., 1 meg

Woody Pop

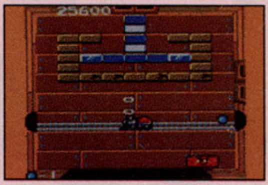
By Speedy Buns

Woody Pop is a nifty little game that'll be more than familiar to fans of the original classic, Arkanoid. For the uninitiated, the name of this game is to clear each level by breaking blocks, which are arranged across the top of the screen in different combinations or patterns. At the bottom of the screen is an open pit. Just above the pit is Woody – a little rectangular block of wood with an attitude.



Robots are wild card ball-blockers.

The action begins when you bounce a blue ball off the blocks to break them. As the ball richochets around the screen you use Woody as a paddle to keep it in play. The gameplay continues until you miss the ball and it goes into the pit. You get three balls per game (earn extra balls at different point levels depending on the difficulty setting) and endless continues.



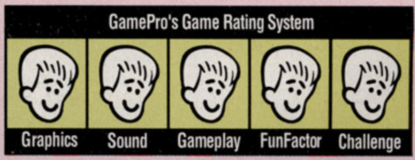
Choo-choo trouble for Woody.

PROTIP: Try to get the ball to richochet up the side of the screen and above the blocks where it will usually destroy blocks while you just sit and watch.

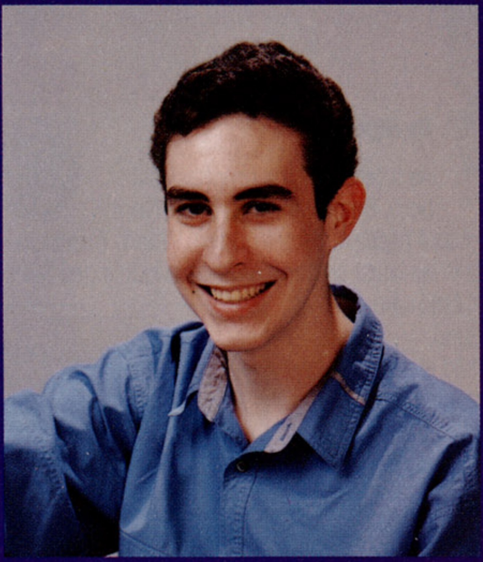
Each of the five kinds of blocks that Woody has to break has different properties – some help Woody and some hurt him. For example, when Woody hits Question Blocks, Robots or Soldiers march out to block your ball. Crystal Blocks hold special items, which might change the size of the paddle or make the pit grow larger.

PROTIP: The Flame item enables the ball to take out more than one block. The Diamond item enables the ball to destroy the Robot and the Soldier blocks.

Woody Pop is an enjoyable game, well-suited to the hand-held format, a nice way to wile away a little time. No thinking or fighting required.



Woody Pop by Sega
$29.95, Available now, 1 meg



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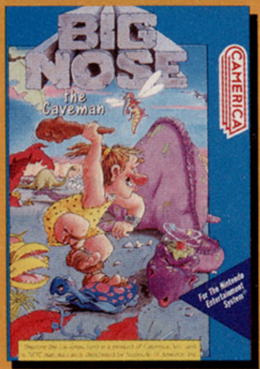

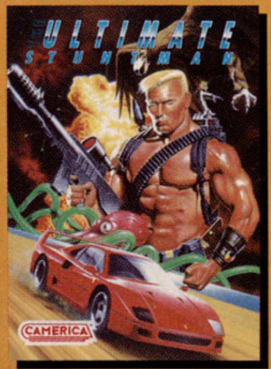

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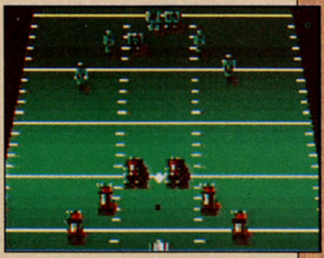
LYNX

PRO REVIEW

Tournament Cyberball

By Weekend Warrior

It's the year 2072 and puny, fleshy human football players have been replaced by teams of powerful, sleek androids. As in the coin-op version, Tournament Cyberball basically follows the rules of modern day football. You play against the computer or Comlynx with up to three other players for 2-player vs. 2-player games.



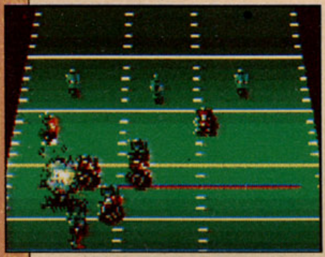
True grid-"IRON" action!

Future Football

The game takes place on a vertically scrolling field with seven players on offense and defense. Play is divided into six, five-minute periods and the old pigskin has been replaced by an atomic Cyberball that heats up and goes nuclear unless the team takes it across the Defuse line! Cyberball isn't measured in downs but in the stages of the Cyberball's condition - Cool, Warm, Hot, Critical, then - KABOOM!!

PROTIP: You automatically catch the ball on kickoffs, so focus on the defenders to see breaks in the defense.

Choose between 12 clearly diagrammed offensive plays and 12 defensive plays. On offense you initially control the QB and then switch to either the receiver or the runner. On defense you control any of the defensive players until the snap of the ball - after that you're stuck with your chosen player.



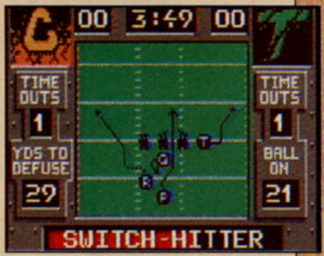
New meaning to the phrase "Move it or lose it!"

PROTIP: Receivers run to the white "x" marks on the field and stop. Allow time for them to reach their marks before you pass.

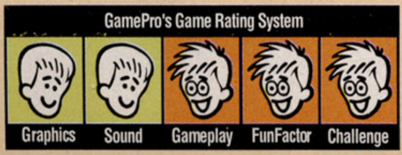
Although they're robots your players are not indestructible. Repeated hits can render them inoperable. As your team scores it earns money that you can use to purchase more powerful Cyberbot replacements.

Two-Minute Warning

Tournament Cyberball is a unique blend of sci-fi, football, and arcade action. Sharp but simple graphics combine nicely with sounds that include a couple of digitized human and robotic voices. As a nice change of pace from the video game pile-up, this cart scores!



PROTIP: Option plays are best for short yardage situations because you can decide whether to run or pass after you line up and see the defense.

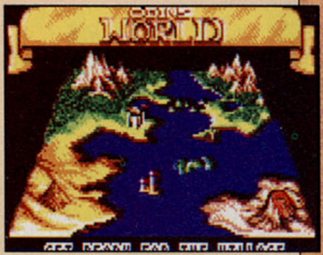


Tournament Cyberball by Atari, $39.99
Available now
2 Megs

Viking Child

By Rigor Mortis

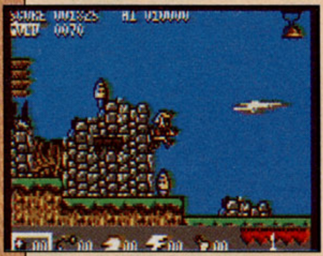
As foretold by the prophesies a hero, Brian, was born in the Northern lands to restore peace and joy to Odin's World. To accomplish his quest Brian must set forth to free his kidnapped family and defeat evil Loki who terrorizes the land.



The lay of the land.

Viking Child is a side-scrolling, multi-directional role play adventure that takes you, as Brian, all over Loki's domain in search of clues as to your family's whereabouts. You've got two lives which are in constant danger from obstacles and monsters such as giant rats, flying mushrooms, and fire-spitting plants.

PROTIP: It's best to dodge your enemies since you need to strike them with your daggar at extremely close range to defeat them.



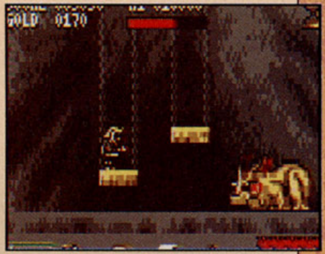
PROTIP: Visit every shop!

As in most RPG's, you begin with only a small dagger, but you can upgrade your weapons as the game progresses. Each time you defeat an enemy you earn valuable gold pieces and gems. Cash them in at shops throughout the land for extra weapons and special items such as bombs, bolas, firesprites, stun blasts, magic potions, cloaks of invisibility, long daggers, shields, health units, extra lives, and more.

You won't finish this long, arduous quest in one sitting, but a password feature enables you to save your game. Small characters (even by Lynx standards) are balanced by extremely well illustrated and detailed background graphics. Overall sound is weak, although there's a nice start-up theme song.

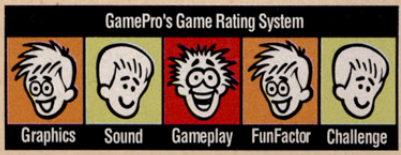
No Rest for the Weary

Although there is plenty of hack and slash action throughout Viking Child, the game requires extensive exploration and a great deal of patience – it's the perfect game to bring along on long trips. Although this cart isn't up to speed with some of the flashier, glitzier Lynx games, it's definitely a journey worth taking!



PROTIP: You can handle most regular enemies without using special weapons. Save those for the level bosses.

Viking Child by Atari
$39.99
Available now
2 Megs



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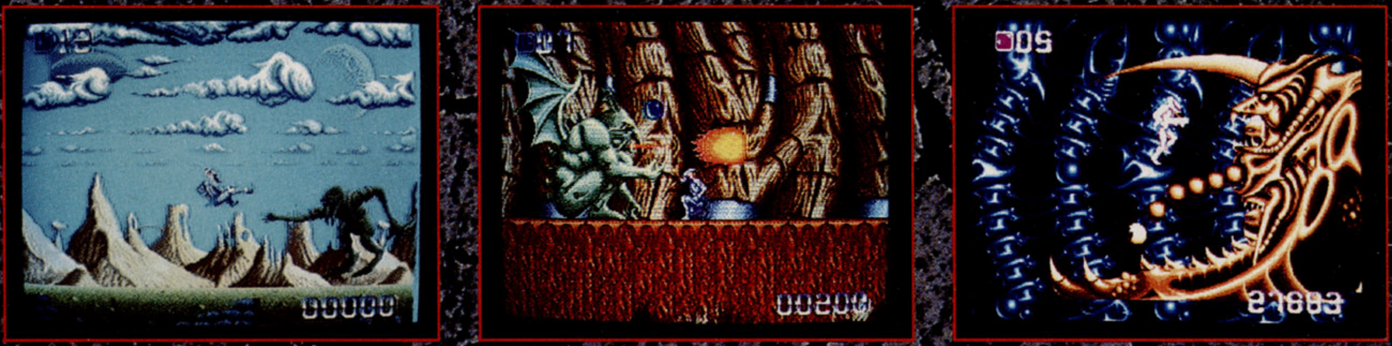

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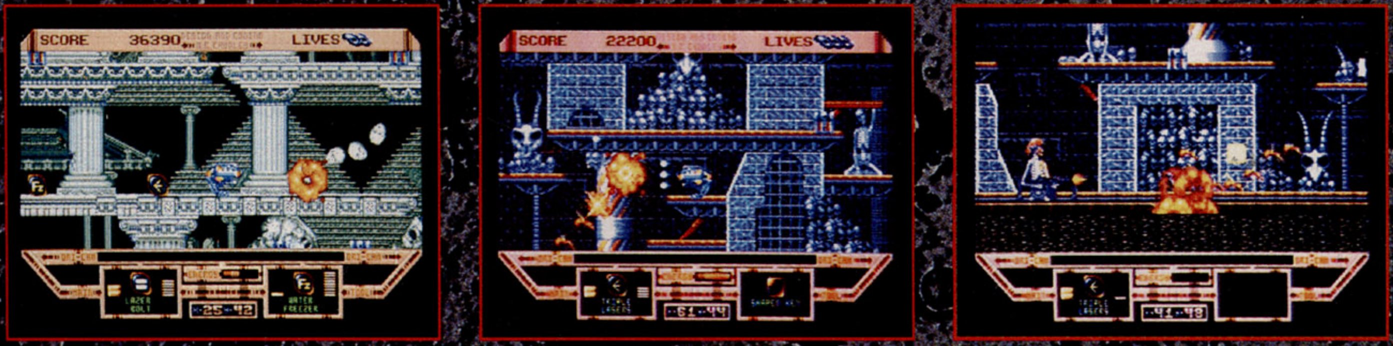

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Gadgets & Gear

By Jinky the Monkey and Brother Buzz

There are plenty of ways to spice up your video gaming experience. Here's a grab bag of great stuff that adds something extra to your games.

The Game Genie

After several court beatings, Galoob's **Game Genie** has finally landed in America. This controversial gadget, which is roughly ⅓ the size of a regular NES cartridge, slides onto the "prongs" of an NES game and then the entire combo plugs into the NES. The rest is magic...well, sort of.

Inside the NES there are two "scratch pad" chips. One chip processes information for screen display and the other is memory. When you plug a game cartridge into the NES, those chips read the cart's programming codes, which pertain to things such as number of lives, invincibility, how high the character can jump, etc. When it connects with a game cartridge, the Game Genie adjusts the codes, via its own codes which you punch in, and affects the way in which the NES reads the chip information for game features such as lives. So, instead of having the usual three lives you might get 50. In a nutshell, the Game Genie doesn't change a game whatsoever, it just temporarily changes the way the NES reads the game code.

The Game Genie and a book with the recent codes (306 by the first of the year) retails for approximately $50, though prices may be as high as $70 at some retail outlets. Codes are constantly being updated, and by filling out a form in the back of the Game Genie book, gamers can subscribe, for $12 plus tax and shipping, to a publication put out by Camerica called "Game Genie Code Updates." You can check out GamePro SWAT each month, too. *(Galoob Toys, 415/952-1678)*

GAME GENIE
VIDEO GAME ENHANCER

The Game Genie.

The Game Action Replay

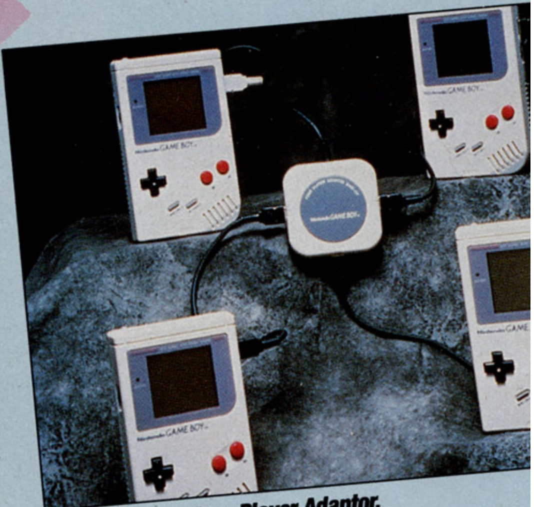
Hot on the heels of the Game Genie comes the $59.99 **Game Action Replay (GAR)** from STD Entertainment. The GAR resembles a regular NES cartridge, but it has a port on top into which you slide an NES cartridge. Then you slide the piggybacked carts into the NES.

The GAR is capable of three modes. Mode 1 enables you to set the gameplay at two slow-motion speeds. Mode 2 saves a game at any point.
Mode 3, the buffer screen, enables you to store up to five saved areas in a game. Once you've saved into the buffer, switch off the NES, go about your business, and come back to a saved game whenever you're ready. The GAR also comes equipped with a 6-year back up battery.

This is a must-have item, especially when you're tackling on of those games with few or no continues. *(STD Entertainment, 717/232-8288)*

Multi-Player Links

If there's one feature that really makes the TurboGrafx-16 shine, it's the capability to have up to five people play one game in games as diverse as TV Sports Hockey and Bomberman. You need a **TurboTap** to do it. *(NEC, 708/860-9500)*



The Game Boy Four-Player Adaptor.

The Game Boy isn't only for lonely gamers. Use the **Nintendo Four-Player Adaptor** with games that support multi-person play to link up to four Game Boys. F-1 Racing comes bundled in the package, but Faceball 2000 by Bullet-Proof makes the Adaptor absolutely awesome!

Game Gear Gadgets

Sega has a myriad of gadgets for the Game Gear that are guaranteed to help keep you up on world events, powered up when you're on the go, and organized.

If you want to take a break from gameplay and catch up on your favorite soap or cartoon, check out the the color **TV Tuner**. The UHF/VHF tuner unit snaps into the GG's cartridge slot and has a built-in atenna. There's a stand built into the back of the GG which enables you to prop it up for comfortable viewing. You can also use the Tuner as a portable monitor for a VCR or video camera. The suggested retail price is $119.95.

SEGA
GAME GEAR

The Game Gear TV Tuner.

You no longer have to burn through countless packs of batteries. Thanks to the Game Gear **Battery Pack** you can do your part to cut down on toxic waste and enjoy hours of cord-free play time. When the power runs down recharge the Pack by simply plugging it into a wall socket. A full charge takes eight hours. The price tag is $49.95. Another ecologically sound power device for the Game Gear is the $12.95 **AC Power Adaptor**. Just find yourself an electrical outlet and plug in the Adaptor. On the road, use the $19.95 **Car Adaptor**, which enables you to plug your GG into a car cigarette lighter.

When you want to pack up all your Game Gear gear, you might try two carrying cases from Sega, the $14.95 **Game Gear Deluxe Carrying Case** and the $9.95 regular **Game Gear Carrying Case**. The Deluxe model is a rectangular shaped pack with a fold-over lid, a shoulder strap, and two large zipper pockets that hold a Game Gear along with 10 cartridges, batteries, and instruction manuals. The regular model is also made of nylon with two zipper pouches, however, it's a slightly smaller oblong case with room for a Game Gear and ten cartridges. *(Sega America, 415/508-2800)*

Light Up the Game Boy

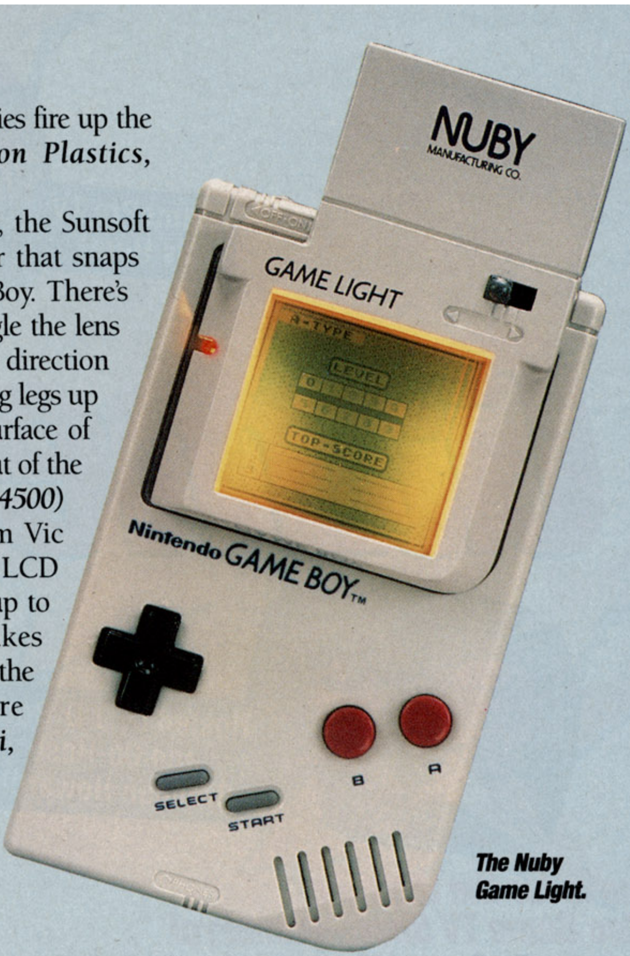
Now you see it. If you like to play in the dark, check out the **Nuby Game Light**. This neat, compact mini-light slips onto the Game Boy and uses power from 4 AA batteries to illuminate the screen. *(Nuby, 603/532-4123)*

The Game Gear Rechargeable Battery Pack.

The **Illuminator** from Forma Precision Plastics is a tiny light on a folding arm, which you can position at any angle. Two AA batteries fire up the light. *(Forma Precision Plastics, 415/367-9891)*

For natural lighting, the Sunsoft **View Boy** is a magnifier that snaps snugly onto the Game Boy. There's no light, but you can angle the lens up to 45 degrees in any direction and extend the telescoping legs up to 2 inches above the surface of the GB to zoom in and out of the action. *(Sunsoft, 714/891-4500)*

The **Light Boy** from Vic Tokai lights up the GB LCD screen and magnifies it up to 1.5 times normal. It takes two double A's to power the unit and the lights are replaceable. *(Vic Tokai, 213/326-8880)*



The Nuby Game Light.

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FOUR NEW YEAR'S RESOLUTIONS TO MAKE IN 1992.

Continued on pg. 137.

GamePro TV is Here!

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Hosted by J.D Roth and Co-Host Brennan Howard!

Hot Tips, Tactics and Passwords!

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Yes, it's true ProGamers! Your number one video game magazine has hit the airwaves with a weekly TV show that blasts off with a power-house lineup of top reviews, strategies, tips, and passwords like you find in the pages of GamePro! The show is fast-paced and jammed with all your favorite features such as Hot at the Arcades, Pro-Reviews, S.W.A.T., Ask the Pro's, Viewer Tips, and much more!

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Albuquerque, NM	KGGM-13	Corpus Christi, TX	KDF-47	Idaho Falls, ID	KIDK-3	New York, NY	WABC-7	Seattle, WA	KCPQ-13
Alexandria, LA	K47DW-	Dallas,TX	KDFI-27	Indianapolis, IN	WTTV-4	Norfolk, VA	WAVY-10	Sioux Falls, IA	KTTW-17
Alpena, MI	WBKB-11	Davenport, IA	KLJB-18	Jackson, MS	WAPT-16	Odessa, TX	KPEJ-24	South Bend, IN	WSBT-22
Anchorage, AK	KIMO-13	Dayton, OH	WKEF-22	Jacksonville, FL	WNFT-47	Oklahoma City, OK	KOKH-25	Spokane, WA	KAYU-28
Atlanta, GA	WXIA-11	Denver, CO	KWGN-2	Johnstown, PA	WWCP-8	Orlando, FL	WKCF-68	Springfield, MO	KDEB-27
Austin, TX	KXAN-36	Detroit, MI	WDIV-4	Joplin, MO	KSNF-16	Ottumwa, IA	KTVO-3	St. Louis, MO	KMOV-4
Baltimore, MD	WJZ-13	Elmira, NY	WETM-18	La Crosse, WI	WLAX-25	Peoria, IL	WHOI-19	Syracuse, NY	WTVH-5
Baton Rouge, LA	WGMB-44	El Centro, CA	KECY-9	Lafayette, LA	KADN-15	Philadelphia, PA	WGBS-57	Tallahassee, FL	WTLH-6
Birmingham, AL	WABM-68	El Paso, TX	KCIK-14	Lansing, MI	WSYM-47	Phoenix, AZ	KUTP-45	Tampa, FL	WTMV-32
Bluefield, WV	WOAY-4	Erie, PA	WICU-12	Las Vegas, NV	KRLR-21	Pittsburgh, PA	KDKA-2	Terre Haute, IN	WBAK-38
Boise, ID	KBCI-2	Eugene, OR	KLSR-25	Lexington, KY	WDKY-56	Portland, ME	WPXT-51	Topeka, KS	KTKA-49
Boston, MA	WBZ-4	Fargo, ND	KXJB-4	Little Rock, AR	KASN-38	Portland, OR	KPDX-49	Traverse City, MI	WPBN-7
Buffalo, NY	WKBW-7	Flint, MI	WEYI-25	Los Angeles, CA	KABC-7	Providence, RI	WNAC-64	Tucson, AR	KGUN-9
Butte, MT	KCTZ-7	Fresno, CA	KAIL-53	Lubbock, TX	KJTV-9	Raleigh, NC	WPTF-28	Tulsa, OK	KTUL-8
Charleston, SC	WCSC-5	Ft. Smith, AK	KPBI-46	Knoxville, TN	WKCH-43	Richmond, VA	WWBT-12	Waco, TX	KWKT-44
Charlotte, NC	WCCB-18	Grand Rapids, MI	WUHQ-41	Marquette, MI	WLUC-6	Roanoke, WV	WSLS-10	Washington, D.C.	WRC-4
Chattanooga, TN	WDSI-61	Green Bay, WI	WXGZ-32	Medford, OR	K24CH*	Rochester, MN	KAAL-6	Wichita, KS	KSAS-24
Chicago, IL	WGBO-66	Greensboro, NC	WGHP-8	Miami, FL	WDZL-39	Rochester, NY	WROC-8	Wichita Falls, TX	KFDX-3
Cincinnati, OH	WSTR-64	Greenville, NC	WFXI-8	Milwaukee, WI	WCGV-24	Rockford, IL	WQRF-39	Wilkes Barre, PA	WBRE-28
Cleveland, OH	WJW-8	Greenville, SC	WLOS-13	Minneapolis, MN	KITN-29	Sacramento, CA	KSCH-58	Yakima, WA	KCY-53
Colorado Springs, CO	KXRM-21	Harlingen,TX	KVEO-23	Mobile, AL	WJTC-44	Salt Lake City, UT	KXIV-14	Youngstown, OH	WFMJ-21
Columbia, SC	WACH-57	Harrisburg, PA	WPMT-43	Monroe, LA	KARD-14	San Antonio, TX	KENS -5		
Columbus, GA	WXTX-54	Hartford, CT	WFSB-3	Nashville, TN	WXMT-30	San Diego, CA	KUSI-51	*Cable Channel	

Carry Ons for Handhelds

There are plenty of cases available to help keep your portable gaming activities organized. Here's a list of some of the most durable, space efficient cases we came across that are currently available on the market.

The **Portable Carry All DLX** is a compact organizer designed to hold a Game Boy, Light Boy, Game Link, a Rechargeable Battery Pack, an AC Cord, 12 game cartridges, Stereo Earphones, game manuals, plus 4 spare AA cell batteries. It's made of durable hard plastic with no sharp edges to snag clothes or cut skin. The $17.99 DLX also features both a adjustable nylon strap and a built-in grip handle. *(ASCII Entertainment Software, 714/373-2072)*

ASCII's Portable Carry All DLX.

Dynasound Inc. makes three Game Boy carrying cases, each ranging in weight and available space. The $12.99 **Portable Video Game Case** is a soft nylon case with a side strap and a zipper lid. Interior plastic trays form three compartments which hold the Game Boy, T.V. Tuner, AC Adaptor, Battery Pack, Car Adaptor, and 12 game cartridges.

Dynasound's second holder is the **Game Boy Tote**. The $12.99 Tote has a hard plastic outer shell, carrying handle, and a foam lined interior which holds a Game Boy, five cartridges, a Video Link Cable, and Stereo Earphones.

The last and largest of Dynasound's offerings is the **Game Boy Carry-All** for $24.99. Also made of soft nylon, the Carry-All has an adjustable clip-on strap and is designed to hold a Game Boy, eight cartridges, a Video Link Cable, Stereo Earphones, Rechargeable Batter Pack, AC Adaptor, and extra batteries. *(Dynasound Organizer, Inc.; 612/ 635-0828)*

The **Light Boy Game Keeper** from Vic Tokai is probably the most stylish looking of the lot. It mimmicks the Game Boy's gray and pinkish tone features, and it has funky ridges on its hard plastic outer casing. The $29.98 Keeper comes with an adjustable nylon carrying strap and it has eight polyurethane padded compartments which hold the Game Boy, Light Boy, four spare batteries, an AC Power Adaptor, Video Link, as well as two game cartridges. (Vic Tokai, 213/ 326-8880)

The lightweight **Travel Master** case from Southern Case, Inc. is the size of a small laptop computer. It sports a convenient suitcase-style handle and a unique design-your-own lining. What makes it unique are the perforations in the solid foam lining. So, whether you have a Game Boy, Lynx, or Game Gear, by plucking out the squares you can adjust the size and layout of space to your system's specifications. *(Southern Case, 919/ 821-0877)*

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1.

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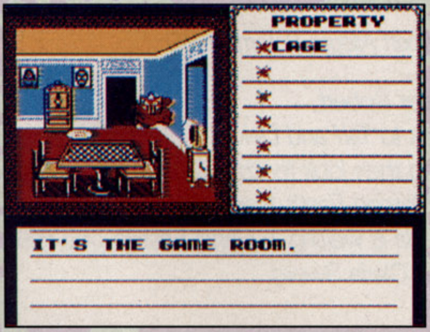
ASK THE PROS

Nintendo

Uninvited

Dear ASK THE PROS,
How can I take the key from the little running demon in Uninvited?

Paul Yang, Fresno, CA



IT'S THE GAME ROOM.

Feeeeeed me!

Dear Paul,
He's just a hungry gremlin. Place a cookie on the plate in the game room and he'll devour it in exchange for his key.

Mega Man 3

Dear ASK THE PROS,
Dr. Wily's got me on the run in Mega Man 3. How can I finish off his huge robot at the end of the game?

Jason Costa, Birmingham, AL

Dear Jason,
Stand on the top right ledge, whip out your Hard Knuckles, and sock it to him. After his head blows off, sting him with the Snake Weapon. See you in Mega Man 4!

The Immortal

Dear ASK THE PROS,
I'm positively stuck in The Immortal. How can I open the exit to Level Two?

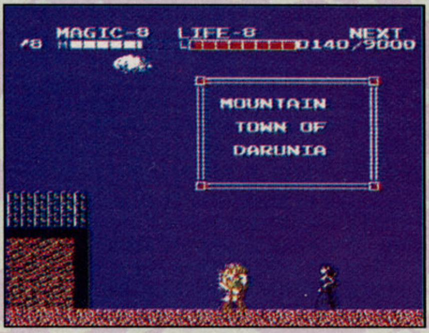
Charity Womble, Flemingsburg, KY

Dear Charity,
Try inserting your three red gems into the circles next to the door (and don't forget to yell "Open Sesame" a few times at your NES). Don't forget to heed the Gremlin King's last words. If you can't find the third red gem, it's as hard as stone.

Zelda II

Dear ASK THE PROS,
I'm sorely in need of the Reflect spell in Zelda II. Where is it located?

Derrick Piche, Alberta, Canada



MOUNTAIN TOWN OF DARUNIA

Start your search for Reflect in Darunia.

Dear Derrick,
Talk to the forlorn mother in Darunia and she'll ask you to rescue her son in exchange for the powers of Reflect. Her son is being held on Maze Island.

Genesis

Shadow Dancer

Dear ASK THE PROS,
I'm getting whipped in the final battle with the leader of the Union Lizard terrorists. Any advice?

Jesse Watts, New York, NY

Dear Jesse,
No problem. First slash his grey ninja followers as quickly as possible. Wait for him to shed his head, then aim for the red and blue glowing patches on his neck. In-between strikes, stand underneath the pillars and dodge his fire bolts.

ULTRA
STAR TREK
25th ANNIVERSARY
GAME BOY
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2.

STOP THINKING ILLOGICALLY AND INSTEAD CONCENTRATE ON GALACTIC DILEMMAS.

Your NES™ and Game Boy® are about to go where no video game has gone before. As you become Kirk and command the Enterprise crew in two different adventures guaranteed to stun you.

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ULTRA® GAMES

COMING EARLY 1992

Phantasy Star III

Dear ASK THE PROS,
I'm stuck in Phantasy Star III. In Aerone, I can't find the ship to continue my adventures. Also, on the Planet of Ice, I noticed a high-tech boat which I couldn't reach. Do I need to board it?

Brian Kirkpatrick, Manassas, VA

Dear Brian,
Talk to all the villagers in Aerone, then take the lower stone passage east to the ship, which transports you to Dahlia Castle. The "boat" you saw on the planet of ice is actually Sky Haven, where your Legendary weapons will be transformed into Nei weapons near the end of the game.

Dear ASK THE PROS,
How can I enter Landen and find the Power Topaz in Phantasy Star III?

Ann Priestman, Glen Burnie, MD

Dear Ann,
First, return to your family in Wren's Cave and give Thea a buzz – she has the Twins' Ruby, which you need. Next, walk north and use the ruby to enter the cave, which is a secret passage to Landen. Finally, take the technique shop's stairs into the castle, where you'll battle Saria for the Power Topaz.

Sword of Vermilion

Dear ASK THE PROS,
I'm fully stocked to reclaim my royal heritage, but my path is blocked! How can I enter the Dungeon of Thule?

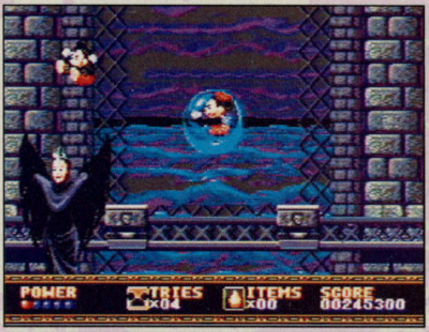
Jeff Liszt, Chicago, IL

Dear Jeff,
Gain clearance into Cartagena with the pass you bought from Uncle Tibor in Barrow. Once inside Cartagena, search all the buildings and someone at random will give you the key to Thule.

Castle of Illusion Starring Mickey Mouse

Dear ASK THE PROS,
Minnie's in trouble, and she needs my help! How can I defeat the evil witch Mizrabel?

Will Dane, Manchester, MA



Mickey rescues Minnie from Mizrabel's evil spell.

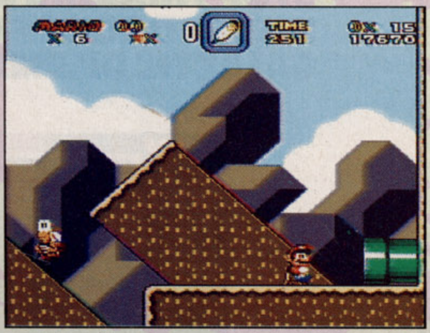
Dear Will,
Wait on the top left platform for Mizrabel to appear. When she cranks out fireballs, use bounce attacks on her head.

Super NES

Super Mario World

Dear ASK THE PROS,
In the November issue of GamePro, you stated that the number of Dragon Coins must match the last digit on the clock when entering a pipe in Chocolate Island Two, but that doesn't work. How can I reach the secret goal?

Mike Brown, Montgomery, AL



Beat the clock to warp to Wendy!

Dear Mike,
Nintendo gave us mixed signals on that area and messed up our game plan. In order to uncover the secret path to Wendy, you actually need to enter the second pipe with 250 or more seconds remaining on the clock. Coin collection alters which sections of the level you explore but won't affect the final outcome. Sorry about the inconvenience.

F-Zero

Dear ASK THE PROS,
Is there any way to "win" the entire F-Zero game?

Robert Becker, San Francisco, CA

Dear Robert,
If you complete the King league, consider yourself an accomplished hovercraft pilot. However, once you beat expert mode on any league, you'll have access to a secret "master" setting. Finish that and you truly will be an F-Zero champion!

TurboGrafx-16

Ys Book I & II

Dear ASK THE PROS,
I'm having difficulties in the CD game Ys Book I & II. Where is the Blue Orb the goddesses want? Also, where is Sada, and how can he help me?

Robert Allegar, Potomac, MD

Dear Robert,
Talk to Tarf and Dekka in Rama Village, and then look for the Blue Orb inside Solomon East's North Conference Hall. Sada is waiting in Canal East to give you the Cleria Sword.

Game Boy

RoboCop

Dear ASK THE PROS,
I give up on RoboCop. Is there any way to match all the pics in the Photofit section, or is just impossible?

Randy Oiler, San Jose, CA

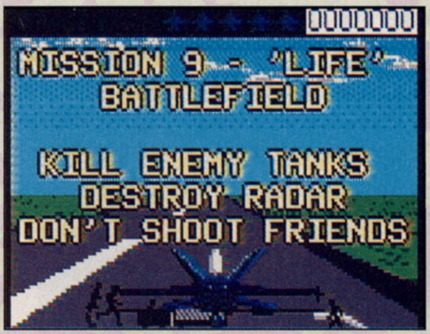
Dear Randy,
Don't despair, just read GamePro. Try using this sequence of photos: hair, chin, ears, nose, mouth, and finally ears. If the pictures don't quite merge, tinker with the features one at a time until they fit. You have 40 seconds to complete the match, so be quick.

Lynx

Blue Lightning

Dear ASK THE PROS,
Level nine of Blue Lightning is giving me a headache. What should my shooting strategy be?

Juan Carlos Lopez H.
Guadalajara, Mexico



Your LIFE is at stake in level nine of Blue Lightning.

Dear Juan,
Don't use missiles willy-nilly or you'll incinerate allied bases. Only fire if a target is not blue, and stick with the machine gun in crowded sections. Good luck! P.S. In case any of you fighter jocks missed it in S.W.A.T., the password for level nine is LIFE.

General

Group Gaming Goes 16-Bit?

Dear ASK THE PROS,
While Genesis and Super NES may be bigger, badder, and more expensive, I prefer the TurboGrafx-16 for one reason and one reason only: the TurboTap! Five players are a trip for sports carts. Will multi-player adaptors ever be introduced for the other 16-bitters? Also, why aren't the extra controller sockets built right into the system?

Mick Love, Carson, CA

Dear Mick,
If Sega and Nintendo have multi-player peripherals under development, it's news to us – company spokespersons state "there are no plans at this time." For right now, NES and TG-16 are the only consoles with that capability. Sega believes the extra built-in sockets would be an unnecessary expense for the majority of players. Nintendo's representative had no comment.

Convertor Shopping Tips

Dear ASK THE PROS,
I have seen ads in GamePro for NES/Famicom, Genesis/Mega Drive, and TurboGrafx-16/P.C. Engine game convertors, but I'm confused about their necessity. Which ones do I need to play both American and Asian software, and which are just a waste of good money? Also, how can I purchase overseas software?

Chong Tan, F.T. Labuan, Malaysia

Dear Chong,
Nintendo and its Japanese cousin, the Famicom, are incompatible and require a convertor to run each other's carts. Same deal with the Turbo and P.C. Engine. Genesis and Mega Drive games are interchangeable, but you'll need to chip off some plastic from your system's cartridge port. And in case you're wondering about the Super NES/Super Famicom situation, it's identical to the Genesis problem. In any case, you may want to invest in a convertor to avoid possible damage to your machine. Foreign titles are probably available from the same companies that sell the convertors.

Ask the Pros Q&A!

Direct your letter to one of our three "Ask the Pros" departments: Current, for recent releases; Classics, for oldie-but-goodie stumpers; and General, for pro-to-pro advice, trivia, and technical queries. We'll try to print a mix in each issue. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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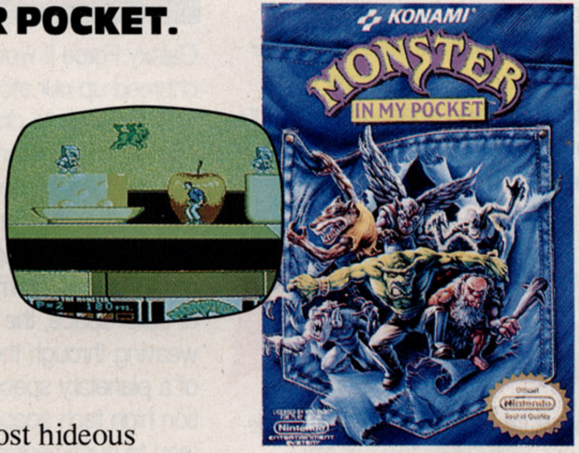
3.

PROMISE NEVER TO LEAVE THE HOUSE WITHOUT YOUR KEYS, WALLET AND A MONSTER IN YOUR POCKET.



History's most hideous monsters have been cut down to size. And boy are they ticked! Every inch of your NES™ will feel their wrath, as they wreak havoc in 6 horrifying levels of terror. You'll play the role of the Vampire and Monster as you seek out your fellow fiends. But be warned. Destroying the terror within this game is no small feat.

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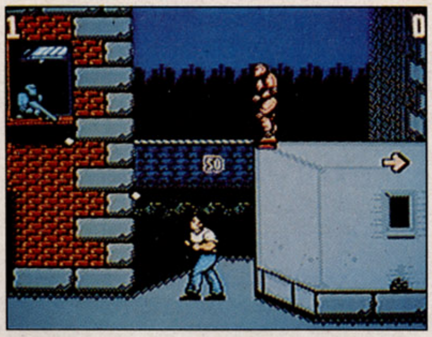
KONAMI®

COMING EARLY 1992

SHORT PRO SHOTS

Nintendo

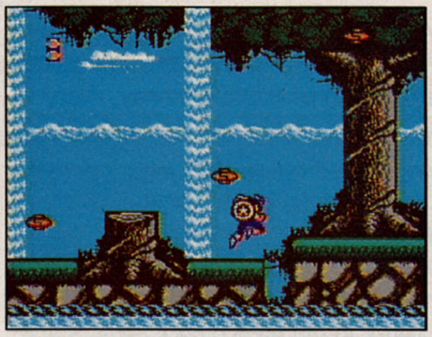
Ultimate Stuntman (Camerica)



Camerica has teamed up once again with Code Masters to create another multi-scrolling game goodie, Ultimate Stuntman. In this James Bondesque adventure you absolutely, positively have to rescue the nation's weapons specialist (Jenny Aykroyd) from the clutches of Dr. Evil. With one, tiny gun and an iron will to survive you set out to conquer a multitude of high-risk, high-reward stunts, including car chases, scaling walls with your bare hands, and soaring the air currents in a Microlight aircraft. No stunt's too dangerous for the Ultimate Stuntman.

Available now

Captain America and the Avengers (Data East)

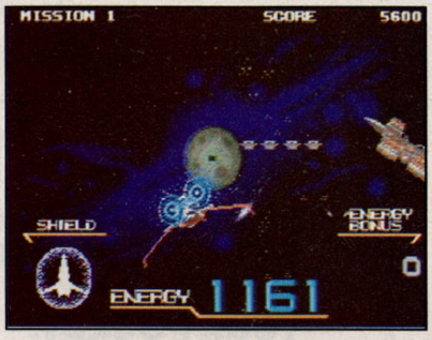


Trouble in the land of Superheroes. Working incognito and calling himself "The Mandarin," Red Skull (one of the ultimate Superhero foes) has hatched a plan to take over America. Iron Man and Vision have already fallen victim to Mandarin's efforts; it's now up to Captain America and Hawkeye to liberate their super-buddies and thwart Mandarin's plans. Captain America, brandishing his mighty shield, and Hawkeye with his trusty arrows face more than 20 levels of grueling battle scenes in this Superhero-soiree'. What's more there's an abundance of hidden levels to explore, and, depending which path you choose, there are also multiple ways in which to solve the game. Have you got what it takes to be a superhero?

Available now

Genesis

Galaxy Force II (Sega)



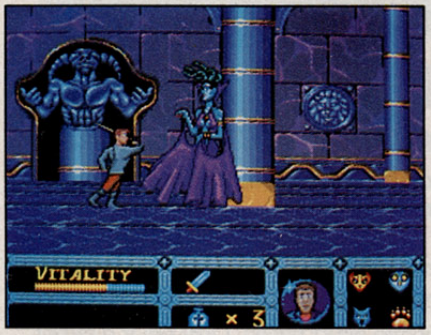
Galaxy Force II wowed our eyes and churned up our stomachs in the arcades, now its ready to do the same on the Genesis. From a behind-the-controls first person 3-D perspective you fly your ship through five dangerous missions. One moment you're blasting your way through a rainshower of enemy ships in the depths of outer space, the next moment you're weaving through the tunnel-like 3-D mazes of a planetary space station. This fast action high tech space adventure is guaranteed to push your eyes and reflexes, not to mention your equilibrium, to the limit.

Available now

TurboGrafx-16

Night Creatures (NEC)

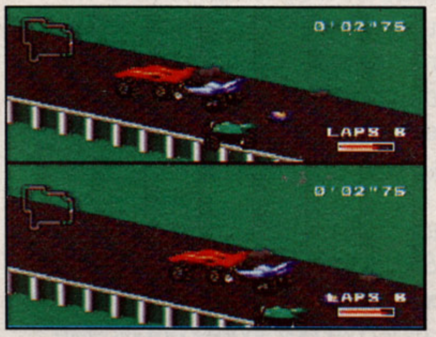
The kiss-of-death has been bestowed upon you by the evil Queen of Darkness, Hecate. The kiss has given you the power to transform into powerful creatures of the forest, including a wolf and a bear. Unfortunately now you're Hecate's slave for eternity. The only way to free yourself from her hold is to destroy her, so you must make use of your beastly powers and track her down. Your hunt takes you through 11 terrifying levels, where you battle it out against Hecate's evil henchmen – the Walking Undead. To complicate matters even further, there are multiple paths to choose from in each level. Sound confusing and challenging – it is! May the best beast win.



Available February '92

Super NES

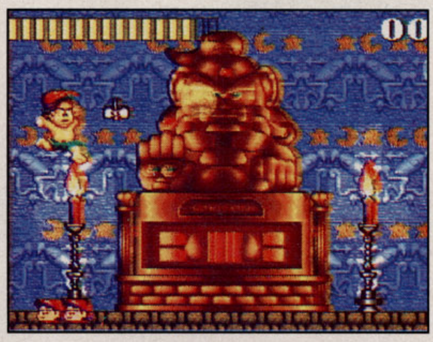
RPM Racing (Hal America)



RPM Racing offers two player, split screen racing at it's finest. There are five tracks to choose from, each of which you can customize to your own racing preference. Ramps, curves, and nasty road obstacles give the racing an off-road feel. Each time you blast past the checkered flag as a winner you collect the big bucks. Put those bucks to work! Stop in at the automotive shop and you can upgrade your mean machine with top-of-the-line parts and engines. All's not in the size of your engine, however. The more power you have under the hood, the more precise your driving skills must be. Get ready to max out those rpm's with RPM Racing.

Available Now

Super Adventure Island
(Hudson Soft)

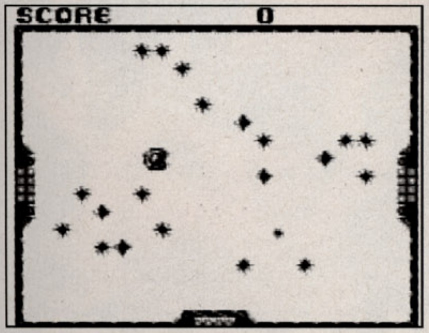


The illustrious island-hopping boy, Master Higgins, is back in a super 8-meg adventure. Just when Higgins thought it was safe to settle down and soak up some island sunshine with his gal, along comes an evil snickering gnome who turns her into a cold hearted woman – a woman made completely of stone to be exact. Now Higgins has to hop 'n bop, via his special super jump, through jungles, mines, caverns, snowy mountains, and beneath the deep blue sea. Danger lurks in the shadows, and Higgins must pick up boomerangs and axes along the way to defend himself from the countless angry island beasts! Catch the island fever with Super Adventure Island – you won't regret it.

Available Spring '92

Game Boy

Crystal Quest (Data East)

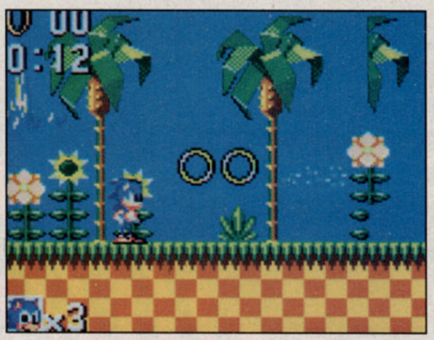


It's fast, it's frustrating, it's addictive, it's Crystal Quest. This Macintosh favorite is now ready to rip on the Game Boy. You're questing for crystals in this Asteroids-style shoot-em-up game. While piloting a micro-dot of a spacecraft, you must gather up all the crystals and escape out the exit area before enemy crafts blast you to smithereens. Easier said than done. The higher the level the greater the number of enemies and crystals. Only the best can complete the Crystal Quest. Have you got what it takes?

Available now

Game Gear

Sonic The Hedgehog (Sega)



The fastest video game character to hit the Genesis and the Master System is now the most portable video character, too. Why? 'Cause the Spiked Wonder's at it again in another high speed multi-level adventure, this time on the Game Gear. Our speedy little friend is once again playing do-gooder by zipping up, over, and sometimes through traps and mazes collecting scores of magical rings in his quest to free the jungle beasts. Get speedy with portable Sonic.

Available Winter '92

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4.

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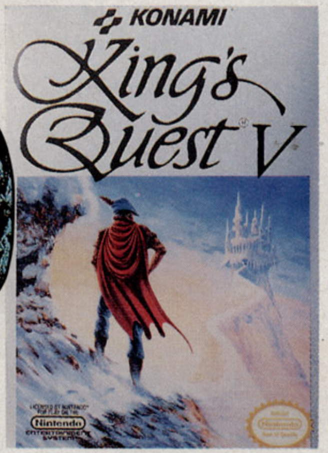

One of today's greatest role play adventures finally comes to NES.™ You'll assume control of the mighty Sir Graham and team with Cedric the Owl in search of your castle and family which have mysteriously vanished. Your skill and courage will be severely challenged. And the decisions you make will either free your family...or seal your fate.

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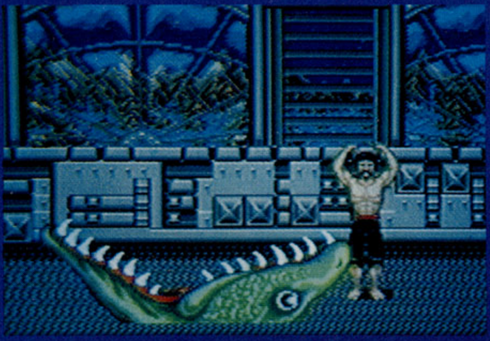

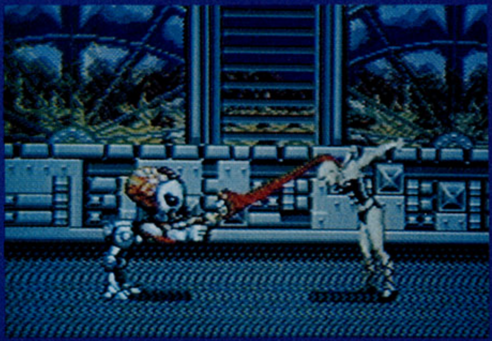

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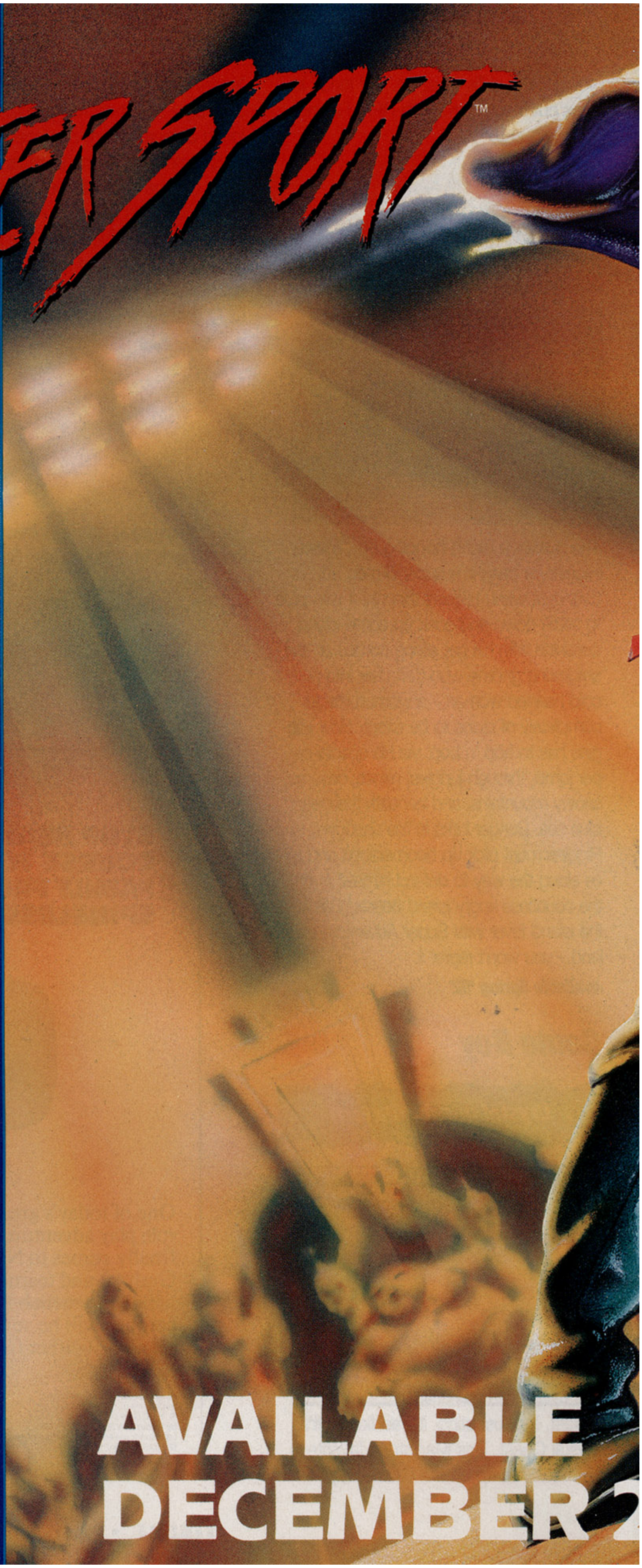

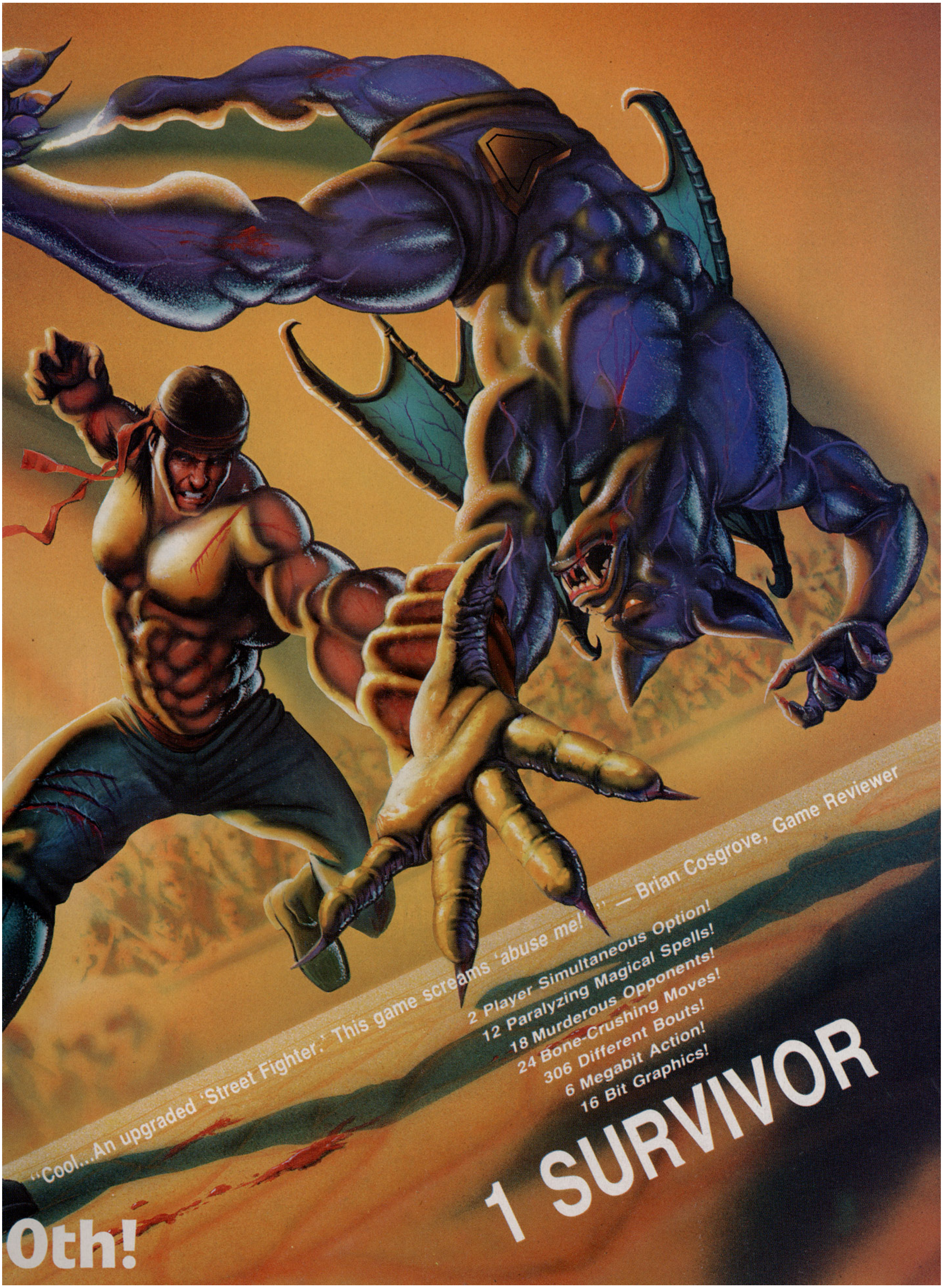
"Cool...An upgraded 'Street Fighter.' This game screams 'abuse me!'" — Brian Cosgrove, Game Reviewer
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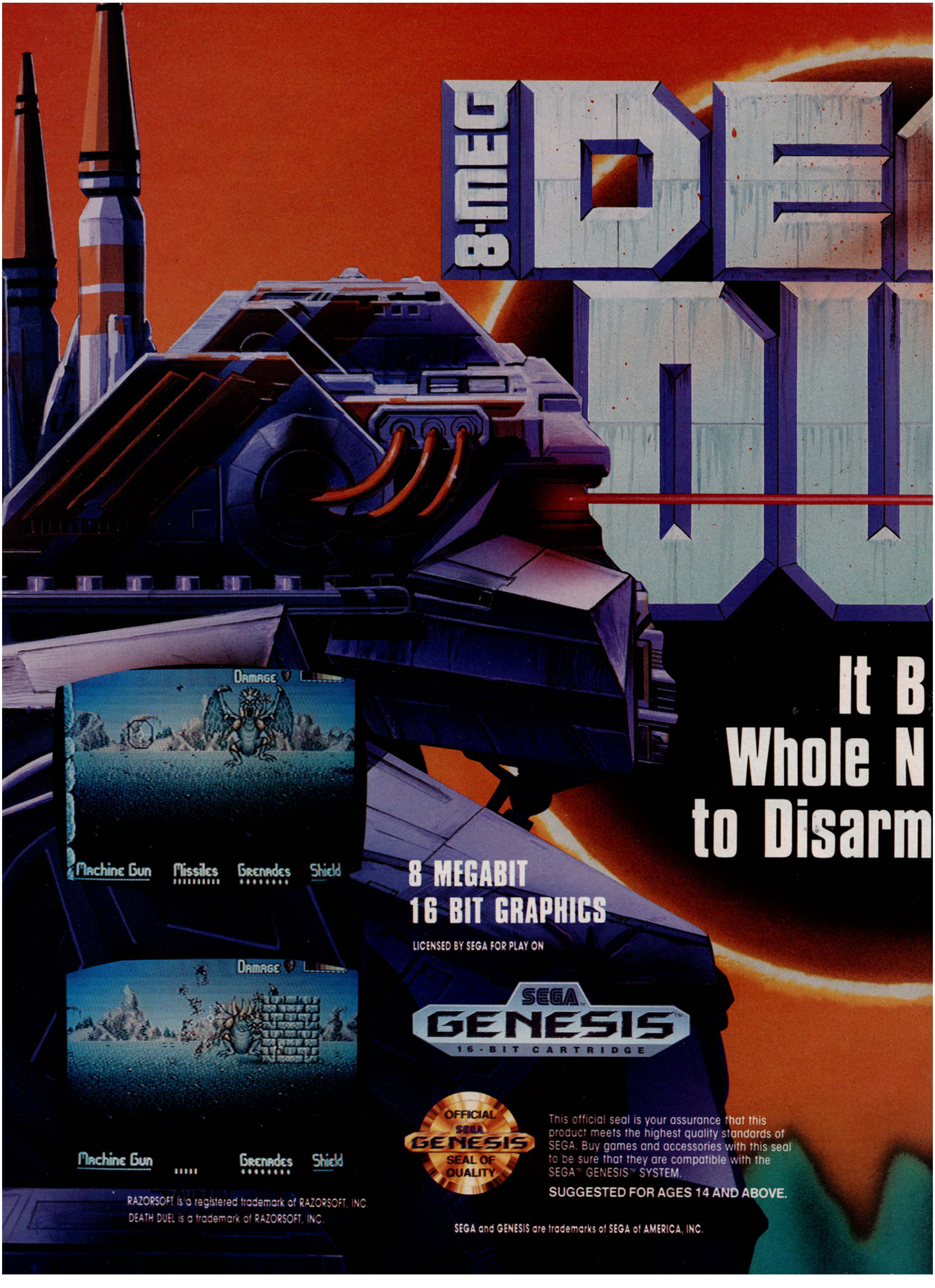
8 MEG
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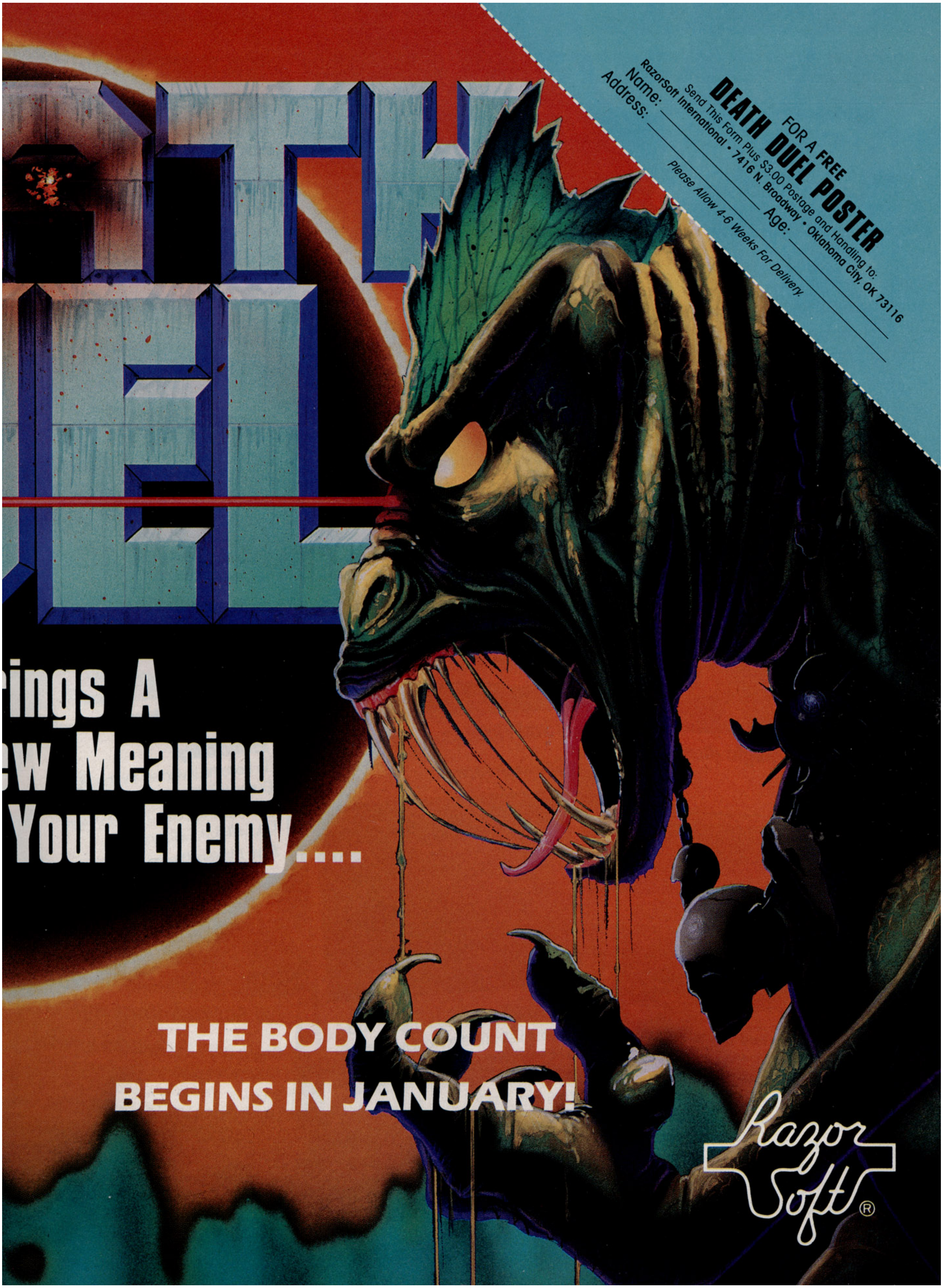
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SWAT

TIPS·TACTICS HOT PASSWORDS

Adventures of Lolo III (Nintendo)

Strange Password

Skip straight through the first three levels with this unusual password:

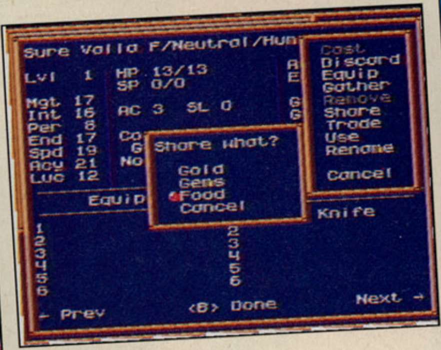
2222 2222 2222 2222

When the game begins you'll discover that you can waltz right into Level One and Level Two and grab the Egg and the Key. Once you have these all you have to do is create the rainbow bridge and you're set to cross over to the other side and begin the next levels of the game.

William Striker, Madison, WI

Might and Magic (Genesis)

Chow Down!



```
Sure Volla F/Neutral/Hum            Cost
                                    Discard
Lvl   1   HP 13/13          A       Equip
          SP 0/0            E       Gather
                                    Remove
Mgt  17                     G       Share
Int  16   AC 3   SL 0       G       Trade
Per   8                             Use
End  17   Co                        Rename
Spd  19    G  Share what?
Acy  21   No                        Cancel
Luc  12         Gold
                Gems
      Equip     Food
                Cancel              Knife
1                       2
2                       3
3                       4
4                       5
5                       6
6
                                    Next →
← Prev            <B> Done
```

Here's a way to feed your entire party - without buying any food! No, it's not a miracle. All you have to do is go to your command screen, select Share and then Food. Repeat this procedure several times and your entire food supply increases. You might even end up with more than 40 units!

John Stone, Denver, CO

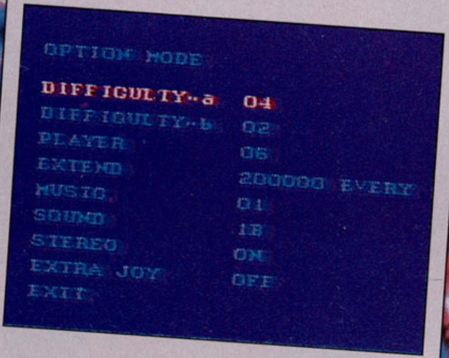
Stormlord (Genesis)

Skip Levels

Tired of the level you're on? To skip ahead just hit Pause, Button C, Button B three times, Button A four times, Button C two times, and Button A four times. You can repeat this procedure as many times as you like during the game - all the way up to the last level!

Final Fight (Super NES)

Option Screen



```
OPTION MODE

DIFFICULTY-a    04
DIFFICULTY-b    02
PLAYER          06
EXTEND          200000 EVERY
MUSIC           01
SOUND           1B
STEREO          ON
EXTRA JOY       OFF
EXIT
```

To access a hidden option menu, hold down the Left and the Right keys at the top of your controller and press Start. You'll be able to change the number of starting lives and the difficulty level, plus sample Final Fight's sounds.

Slasher Quan

Stormlord (Genesis)

Nine Extra Men

Use this trick to snag nine extra men whenever you're running low. Just Pause the game and hit Button A four times, Button C two times, Button B three times, Button C, and Button A. You can repeat this trick as many times as you like during the game.

Stormlord (Genesis)

More Time

If time is getting tight in a particular level all you have to do is Pause your game and then hit Button B, Button A three times, Button C, Up three times, and Button A three times to reset the clock!

Go! Go! Tank (Game Boy)

Invincibility

To become invincible try this trick : During the title screen press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left, and Start.

Dave Warren, Omaha, NE

Go! Go! Tank (Game Boy)

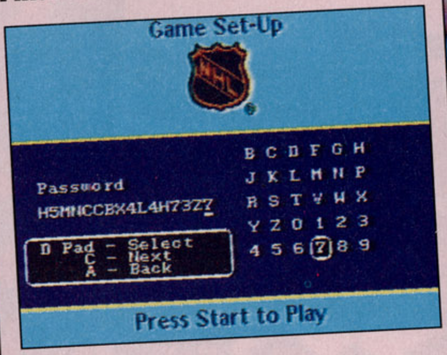
Begin with Seven Extra Vehicles

To begin with seven vehicles instead of three use the following code: During the title screen hit Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right, and Start.

Dave Warren, Omaha, NE

NHL Hockey (Genesis)

Final Round Passwords!


Game Set-Up

Password
H5MNCCBX4L4H73Z7

D Pad - Select
C - Next
A - Back

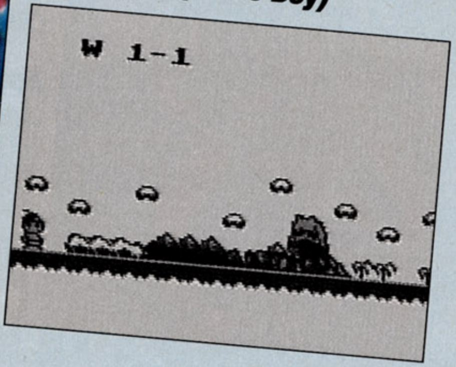
Press Start to Play

Make a power play for the Stanley Cup with these passwords:

Boston vs. Vancouver:
H5MNCCBX4L4H73Z7
Los Angeles vs. Buffalo:
G757ZSVP2WF8VWO2

Slasher Quan

Ninja Boy (Game Boy)



Stage Select

To choose any level in Ninja Boy wait until the title screen appears and then press Up, Up, Down, Down, Button A, Button B, Button A, and Button B. Next, simultaneously press Button A and Start. The symbols "W 1-1" will appear in the upper left-hand corner of the screen. Use Up and Down on your control pad to change the Stage numbers. As a special bonus this code also gives you 80 fighters and 99 Miracle Kicks.

Buzz McIntosh, Boston, MA

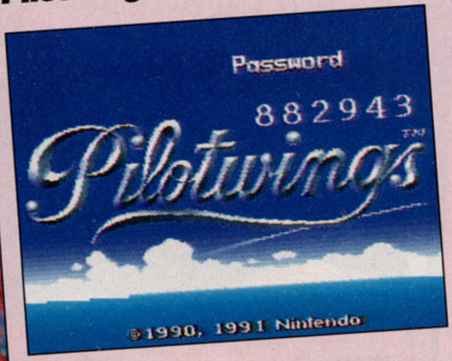
Totally Rad (Nintendo)

Earn Tons of Lives

To earn tons of lives wait until you encounter the first green soldier. Stand and do battle with him over and over - he'll keep on coming back at ya'. For every 100 soldiers you kill you'll earn an extra life. The maximum number of lives is 13.

Todd Leingrein, Sacramento, CA

Pilotwings (Super NES)


Password
882943

Passwords!

Use these passwords to begin at different stages in the game:

Level 1: 985206
Level 3: 394391
Level 4: 520771
Level 5: 108048
Level 6: 400718
Level 7: 773224
Level 8: 165411
Helicopter 2: 882943

Francis Mao, San Mateo, CA

Super Castlevania IV (Super NES)

Passwords

Use these passwords to get a head start in Castlevania IV. Check out the grid to see how the format works:

	A	B	C	D
1				
2				
3				
4				

P = Potion
A = Axe
H = Heart
For example: C2/A = An Axe in the C-2 position.

Level 2: A1/P, A2/A, A4/P, B3/H, B4/P, D2/H

Level 3: A1/P, A2/A, A4/H, B3/H, B4/P, D1/A, D2/H

Level 4: A1/P, A2/A, B2/P, B3/A, B4/P, D1/H, D2/H, D3/A

Level 5: A1/P, A2/A, A4/P, B3/H, B4/H, D2/H, D3/A

Level 6: A1/P, A2/A, A4/P, B2/P, B3/A, B4/H, D1/A, D2/H, D3/A

Level 7: A1/)P, A2/A, B2/H, B3/P, B4/H, D1/H, D2/H, D3/P

Level 8: A1/H, A2/A, A4/P, B2/P, B3/A, D1/A, D2/H, D3/P

Enter your name as "Quan."

Slasher Quan

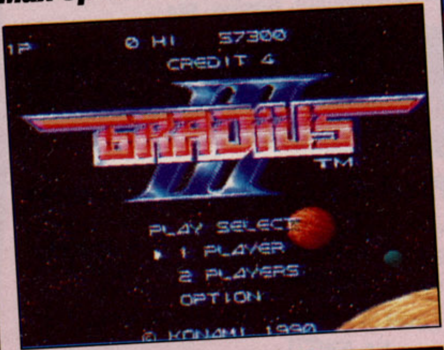
Continued on page 150.

SWAT

TIPS·TACTICS HOT PASSWORDS

Gradius III (Super NES)

Max Up Your Credits


1P 0 HI 57300
CREDIT 4
GRADIUS III TM
PLAY SELECT
1 PLAYER
2 PLAYERS
OPTION
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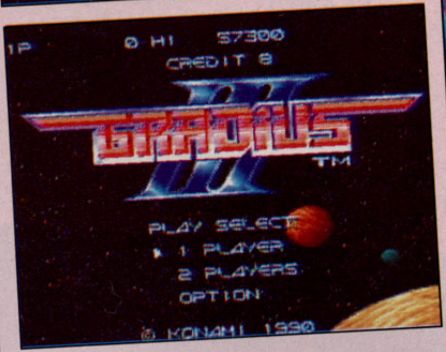

1P 0 HI 57300
CREDIT 8
GRADIUS III TM
PLAY SELECT
1 PLAYER
2 PLAYERS
OPTION
© KONAMI 1990

To earn extra credits hit Button X as rapidly as you can during the title screen.

Matt Fox, Lorain, OH

Gradius III (Super NES)

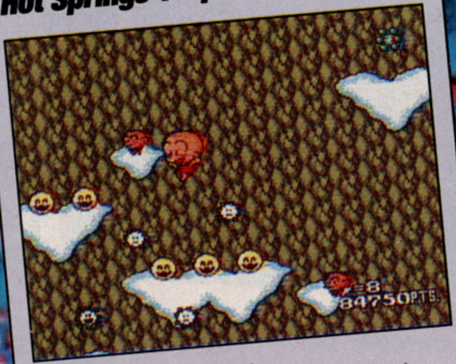
Practical Joke

OK, so everyone tries the standard Konami trick (Up, Up, Down, Down, Left, Right, Left, Right, B, and A) on every Konami game. Try it here and you'll explode when you un-Pause the game!

Matt Fox, Lorain, OH

Bonk's Revenge (TurboGrafx-16)

Hot Springs 1-Up



To snag a 1-Up at the beginning of the Hot Springs (World Three) just bounce off the first Yellow Floret and bonk the snowflakes until you reach the 1-Up at the left edge of the screen.

Slasher Quan

Gradius III (Super NES)

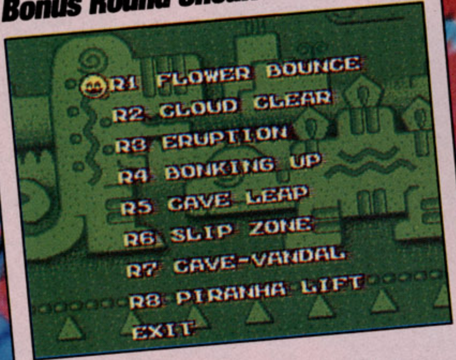
Power-Up

Here's how to power-up with all of the weapons: Pause your game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then un-Pause. Remember, you've got to use the Left and Right buttons on the top of the control pad for the trick to work.

Matt Fox, Lorain, OH

Bonk's Revenge (Turbo Grafx-16)

Bonus Round Sneak Peek!


R1 FLOWER BOUNCE
R2 CLOUD CLEAR
R3 ERUPTION
R4 BONKING UP
R5 CAVE LEAP
R6 SLIP ZONE
R7 CAVE-VANDAL
R8 PIRANHA LIFT
EXIT

To practice all of the bonus rounds in Bonk's Revenge, all you have to do is go to the difficulty select menu and then press and hold Button II and hit Run.

Slasher Quan

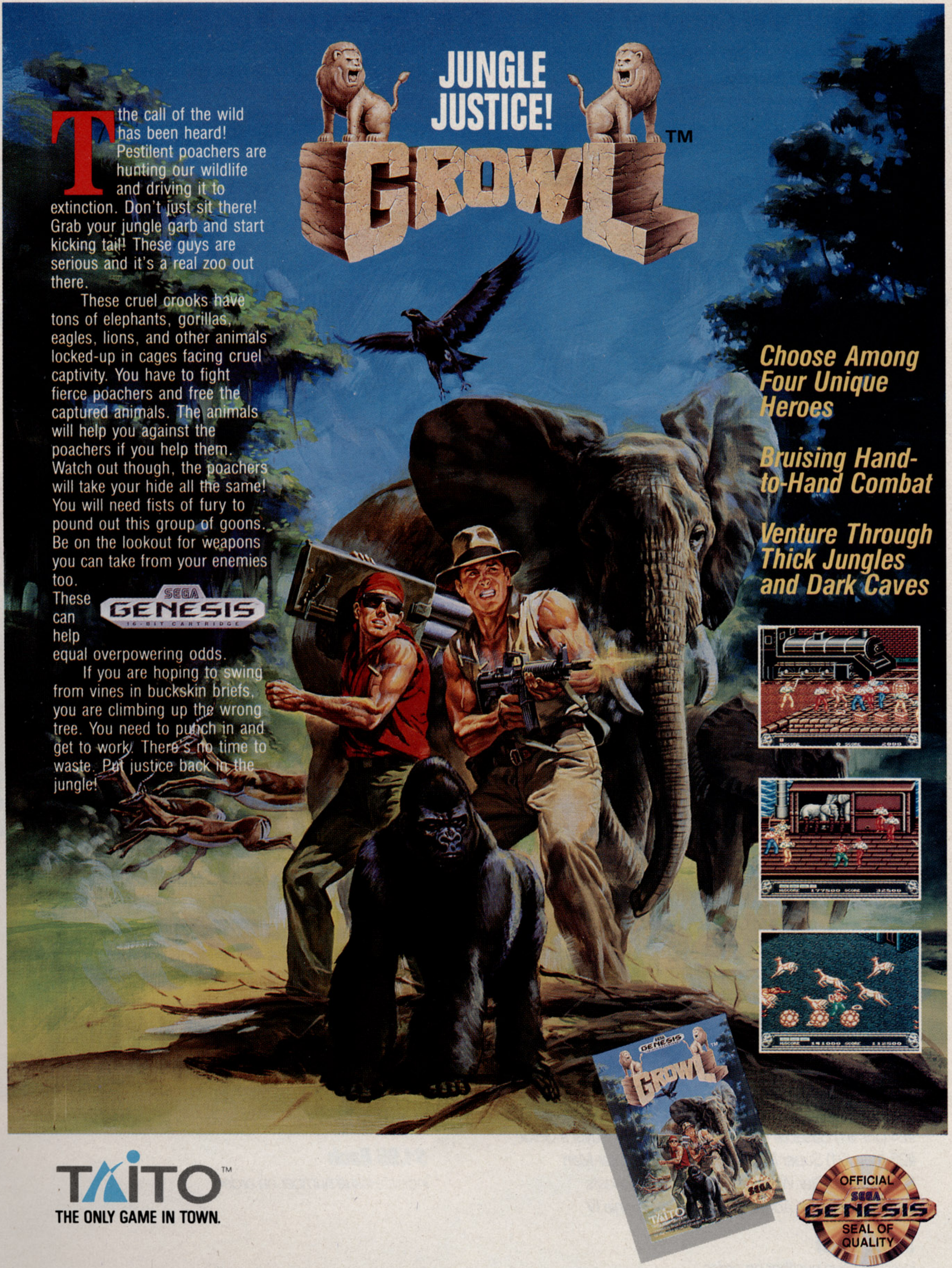
Bonk's Revenge (TurboGrafx -16)

Crabby Strategies

In King Drool's palace, falling walls will crush you into a crabby mini-Bonk. As a crab, you can fit into crevices to collect blue hearts, red hearts, and free lives! In the water tunnel, get flattened and use the crab's swimming speed to avoid piranhas and mines.

Slasher Quan

Continued on page 154.



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*Marvel Land
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*Quad Challenge
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*Starflight
*Star Odyssey
Street Smart
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Mercenary Force (Game Boy)

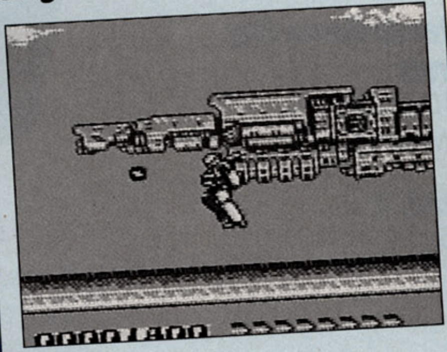
Round Select

Here's a way to use the old "Begin with $50,000" trick to also select any round. Wait until the title screen appears and then simultaneously press Up, Select, Button A, and Button B. Next, hit Start. When the round select numbers appear on the screen quickly hit Right on your control pad to increase the numbers on the round select. When you reach the number of the round you want to play sit back and relax and away you go!

Ryan Corkland, W. Hartford, CT

Battle Unit Zeoth (Game Boy)

Stage Select

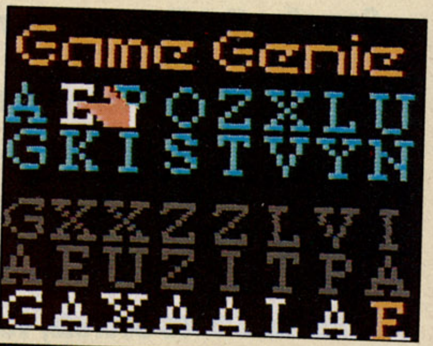


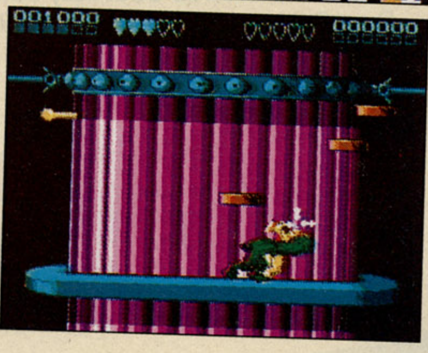
To choose any stage and have invincibility to boot wait until the intro music during the title screen ends. Next, simultaneously hit Down, Button A, and Button B over and over. Wait until you hear the same number of musical tones as the stage you wish to play (i.e. if you hear four tones you can begin on Stage Four) and then hit Start. To see the game end wait until you hear six musical tones. Now you're set to play through the stage you've chosen with an invincible fighter.

Keith Barnes, La Jolla, CA

Battletoads! (Game Genie – Nintendo

Toadally Cool Codes!





To begin with 9 lives: PENVZILE
For infinite lives: GXXZZLVI
Super fast punching: AEUZITPA
Mega Jumping: EYSAUVEI
Begin on Level 6: TAXAALAA
Begin on Level 8: AAXAALAE
Begin on Level 10: ZAXAALAE
Begin on Level 12: GAXAALAE

These cool code updates are from Camerica!

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—***Electronic Gaming Monthly***

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TREASURE
MASTER

Treasure Master (Nintendo)

So you wanna' win it all – the Fantasy Concert, the Sports Spectacular, the Fantasy Game Room, the $10,000 bucks, or the Super Nintendo. Alright already! Your pals here at GamePro have teamed up with American Softworks to give you a little help. Each month we'll be publishing a few clues to help you help Scooter win the prize! (If you don't know what we're talking about, look for the American Softworks ad).

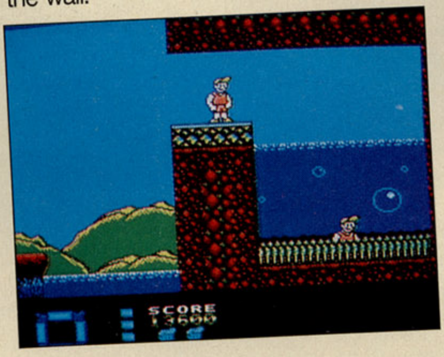
General Hints

On the day that each secret password is announced, the first group of players to reach and beat the sixth world will become the contest winners and the true Treasure Masters! Since you've always got to start the game at the beginning, it's extremely important to play in a slow, steady manner conserving both your number of lives and energy. One too many mistakes and you're right back where you started from.

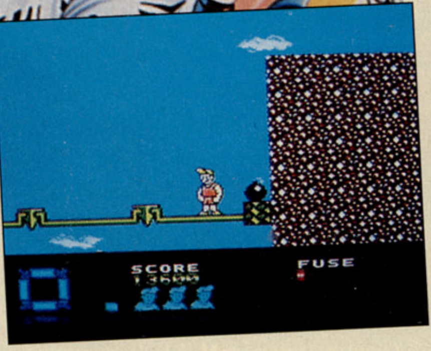
The key to winning is to "master" each world in the time you have before the final contest, concentrating on getting through the world without losing energy and finding every single extra life. Draw a map that shows which direction to go and what tool to have ready at what time. Before the contest begins, share information and tips with your friends. There are plenty of special techniques to discover which will aid you in the tougher sections of the game. Having one person watch while the other plays is a great way to explore the game and create your map. Two heads are better than one!

Once you've beaten the first five worlds KEEP PLAYING AND PRACTICING. Just beating them isn't enough. You must be able to complete these levels with very little loss of energy while picking up as many extra lives as possible since the sixth world will be completely unknown and you'll be exploring it for the first time. Take your time in the final world. Everything you learned in the other worlds will help you here (if you've mastered the first five you can work you way back to the Treasure World fairly quickly if you lose all of your men).

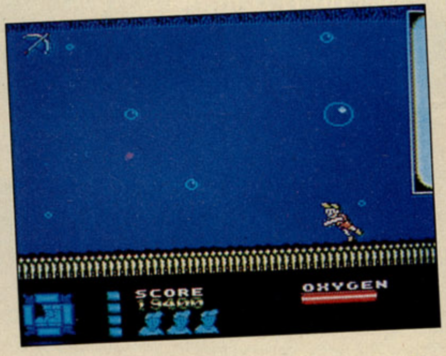
Tip 1: Here's how to gain the first of the three extra lives to be found in World #1. If you place the bomb against the far right wall (see picture) it will blow an opening in the wall.



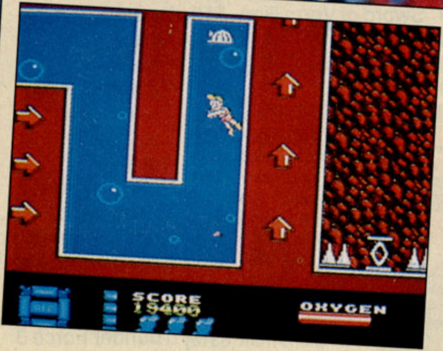
This is the only way to reach the pool.



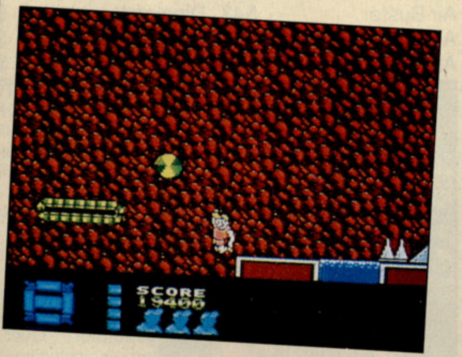
Be quick, the fuse is just long enough to allow you to get from the Bomb Factory to the wall if you hurry.



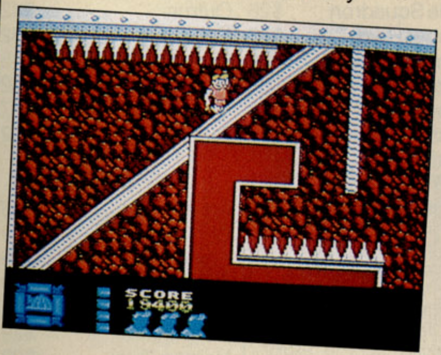
Tip 2: The Bow and Arrow are located in this hidden room. You'll need a Bomb to get in, but where to place it and what the Archery Set is used for are things you'll have to figure out on your own!



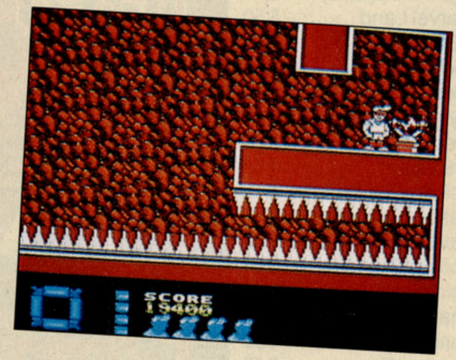
Tip 3: Scooter's going to need this Hard Hat! In order to swim the required distance, you'll need to find and select the Emergency Oxygen. To use the Air Tank filled with oxygen, pump Button B while you're swimming. This keeps your oxygen level from dropping.



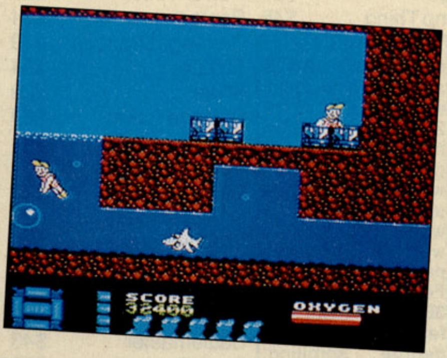
Tip 4: Once you've grabbed the Hard Hat the correct way to leave the platform is to step off, not jump. If you've been here before, you know the reason why!



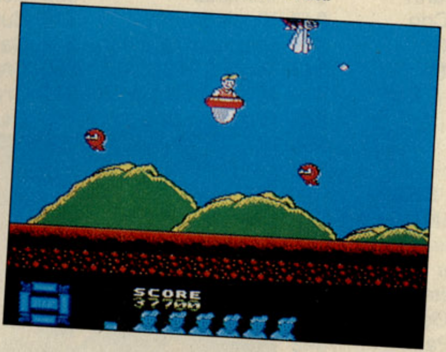
Tip 5: This underground area is the one place where you should keep the Hard Hat selected instead of a weapon. The spikes on the ceiling are dangerously sharp.



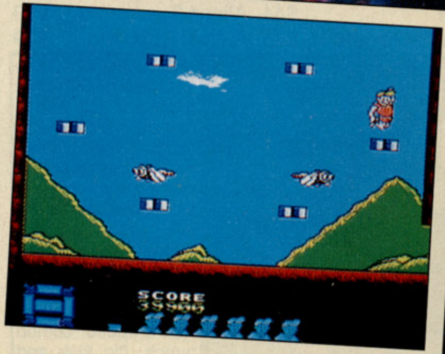
Tip 6: This is the Transporter that leads you to the bonus game and your second extra life. All you have to do is figure out where it is!



Tip 7: When you get near to the end of the first world, the third extra life is easy to find. The only problem is getting by the Shark in such a confined area!



Tip 8: When you drive the Space Hopper in any of the worlds, the best technique is to keep your finger on Button B (jump) and blast away with the Cannon.



Tip 9: Scooter needs to stay a step ahead of the Dragonflies in order to move to the next world. Try to lure them slightly to the left before making your first jump. They only cost you one energy unit if you touch them, but you'll need all the energy you can get for the next world – so be careful!

! WORLD COMPLETE !

YOUR QUEST CONTINUES..

PREPARE FOR WORLD WARP

SCORE
39900

Congratulations!

Tip 10: You'll find many different tools in the various worlds and all of them are important. However, when you're not using particular tool, (like a Key or the Emergency Oxygen) you should always keep the Boots or the Ray Gun selected. That way you'll always have a weapon ready.

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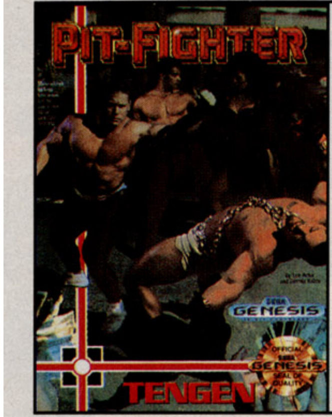

'PIT-FIGHTER' from **TENGEN** has digitized graphics for super realistic hand-to-hand combat! Every scene, every movement is created form digitally processed graphics of live action for the ultimate in realism! You can be Buzz with his power, body slam & head butt. Or go for Kato's speed, combo punch, flip kick and backhand attack. Be Ty whose feet can do damage with the spin, flying and roundhouse kicks. **$49**

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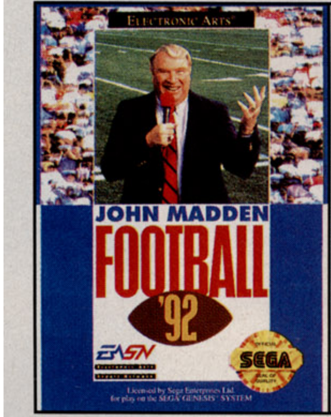

JOHN MADDEN '92 by **ELECTRONIC ARTS** is the 1992 version of the ultimate football game. Includes all the original features, on-screen play calling, IsoVision passing camera, audibles, & player ratings. Includes over 20 new features, tougher defense, new plays, better artificial intelligence, Instant replay, rain, snow, & wind, 1 or 2 player head-to-head or side-by-side, substituions, injuries, & improved audibles. **$42**

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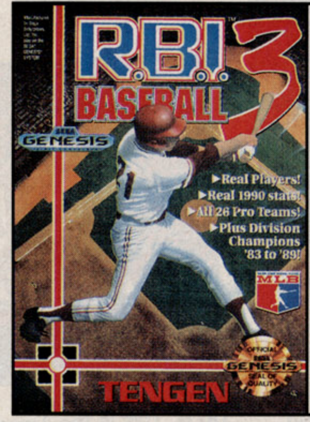

'RBI BASEBALL 3' from **TENGEN** has awesome game play! Great graphics! and 1990 stats of real pros! Includes all 26 Pro Teams, each with a roster of 24 real players! Actual 1990 stats for each player! Actual stats for Division Champions from '83 to '89! Instant Replay so you can relive exciting plays! Approved by the Major League Players Association! Plus great animation, graphics, music, & sound FX. **$49**

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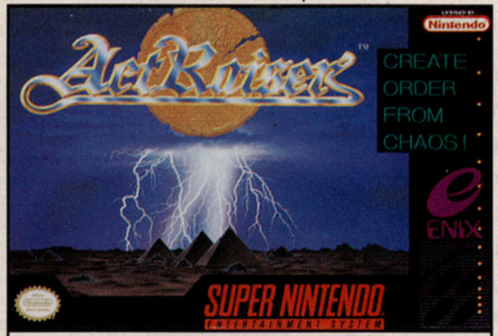

'ACTRAISER' from **ENIX** combines pulse-stopping action sequences with an intelligent Simulation Mode, allowing the player to forge a new civilization. **$54**

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Drop Off	$39
KLAX	$43
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Military Madness	$47
Moto Roader	$37
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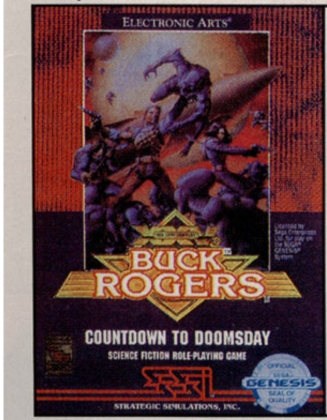

ELECTRONIC ARTS
BUCK ROGERS
COUNTDOWN TO DOOMSDAY
SCIENCE FICTION ROLE-PLAYING GAME
SSI
STRATEGIC SIMULATIONS, INC.
GENESIS

'BUCK ROGERS' from **SSI** is an in depth sci-fi roleplaying game. Control 12 intergalactic warriors in tactical combat against dozens of aliens. Encounter sentient extraterrestrials from uncharted worlds. Features first person view ship to ship combat, 6 races, 5 professions, over 25 skills, over 50 different items, 8 megs of memory, battery back up saves 3 games, 40 page hint book & maps included. **$59**

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Bonk's Revenge	$45
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ELECTRONIC ARTS
SHADOW OF THE BEAST
SEGA

ELECTRONIC ARTS' 'SHADOW OF THE BEAST' is the ultimate adventure game with parallax scrolling and cutting edge Psygnosis artwork. Includes multiple scrolling backgrounds for 3D effect. Explore the wilderness and caverns. Destroy the Dracubeast before his fangs rip your armor! Features Psygnosis quality art & sound FX, 132 monsters, 8 Megs of ultra compressed memory, 13 levels of action. **$52**

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TV Sports Basktball	$43
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SNES System	$200

SUPER NINTENDO KICK & PUNCH

Final Fight	$54
UN Squadron	$54

super Castlevania IV
Nintendo
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SUPER NINTENDO ENTERTAINMENT SYSTEM

'CASTLEVANIA 4' from **KONAMI** is the greatest **CASTLEVANIA** yet. Great sound FX & graphics, 11 levels, Terrace of Terror, Rotating Dungeon, Sunken Ruins. **$54**

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Ultrabots	$54
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Supr R Type	$54

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SUPER NINTENDO ADVENTURE

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NEC

'TURBOEXPRESS' from **NEC** is the best handheld game system on the market. More colors, beter resolution, more software than any other system. It is the top of the line. **$289**

Home Alone	$49
Hook	$49
Jelly Bean	$49
Joe & Mac	$49
Lagoon	$54
Legend Mystcl Ninja	$54

SUPER NINTENDO ADVENTURE

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Paperboy2	$54
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Rocketeer	$54
Simpsons	$54
Smash TV	$49
Solstice 2	$49
Supr Advntr Island	$54
Supr Ghouls Ghost	$54
Teeng Mtnt Nnj Trtls	$59

JOHN MADDEN FOOTBALL
Nintendo
EASN
SUPER NINTENDO ENTERTAINMENT SYSTEM

'JOHN MADDEN 1992' from **ELECTRONIC ARTS** comes to **SUPER NINTENDO**. Includes 29 teams, 100 plays, great graphics & sound FX, instant replay & weather. **$52**

Ultraman	$46
X-Men	$49

SUPER NINTENDO SPORTS

Big Run	$49
Bill Laimbeer	$54
Extra Innings	$49
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Madden Football	$52
Mike Tyson P Pnch	$54

SUPER NINTENDO SPORTS

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RPM Racing	$49
Smart Ball	$49
Supr Baseball 1000	$54
Supr Bases Loaded	$49
Supr Double Dribble	$54
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Supr Play Actn Ftbl	$49
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PRO NEWS Report

Sega Recruits F1 Racing Champion for Super Monaco Sequel

Sega has reached an agreement with Formula One world racing champion, Ayrton Senna, to develop **Ayrton Senna's Super Monaco GP II** for the Master System, Genesis, and Game Gear. The game will feature Mr. Senna's name, image, all F1 tracks, and special courses designed by Senna himself – including his private circuit at his home in Brazil. The Genesis and Master System versions are slated for a March '92 release. The Game Gear cart should hit the stores in July 1992.

June 1992 Consumer Electronic Show Open to Public

After 25 years of being closed to the public the Consumer Electronics Show (CES), an electronics industry trade show which is held two times a year, plans to open its doors to the general public.

According to Cynthia Upson, Staff Vice President for the Electronics Industries Association, the Summer CES (held every year in Chicago, Illinois at the McCormick Center) will be open to the general public on Saturday, May 30, and Sunday, May 31. Tickets are $10 for adults and $5 for kids 6-12. Kids under 6 get in for free! Exhibitors can opt to have their booths open to the public or open to press and retail only. However, exihibitors on the main floor MUST open their booths to everyone. We'll be there in the GamePro booth, so come on by – we'll look forward to meeting you! For more information, contact the Electronic Industries Association at (202) 457-8700.

Game Genie – The Sequel

As reported here last month, the folks at **Camerica** have confirmed that there is definitely a Game Genie for the **Sega** Genesis on the way. But that's just the tip of the iceberg! Game Boy and Super Nintendo owners will soon have a reason to celebrate as well. That's right, Game Genies for the entire **Nintendo** family of video game systems are in the works. Expect **Camerica/Galoob** to make some sort of official announcement at the January '92 CES. Zounds!!!

In other **Camerica** news, the company's newly-introduced line-up of game cartridges is 100% compatible with all NES decks. **Nintendo** recently installed improved "lock-out" chips in new-model systems to more effectively block unauthorized software. **Camerica** has solved this problem by including switches in its games. Users simply choose one of two settings on the cartridge – one for the old version of the NES and one for the new!

Nintendo/Lottery in Minnesota Cancelled

The Minnesota State Lottery announced that it will stop plans for a limited market test that would have allowed lottery players to purchase tickets from their homes using a Nintendo Entertainment System and modem. According to George R. Anderson, Director of the Minnesota State Lottery, "Legitimate issues raised by legislative policy makers call for extensive discussion before the project should proceed." The test was to involve 10,000 homes next year. For the test, participants would have been charged $10 a month, and would have been provided with Nintendo Entertainment Systems and modems that would allow them to connect to a central computer.

The Minnesota attorney general had criticized the Nintendo plan stating it would have made it easy for kids to gamble. It's illegal in Minnesota for minors to play lottery games.

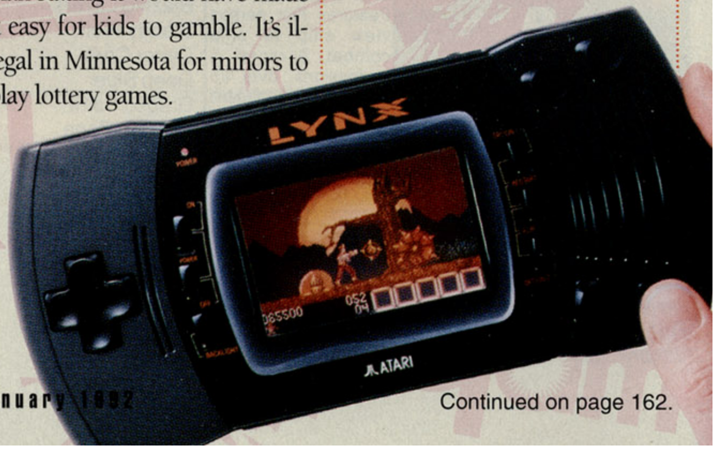
Atari Expands Lynx Line-up

Lynx owners who have waited patiently software for their color handheld won't have to wait much longer. Starting this Christmas **Atari** plans to roll out tons of new titles. Here's a list of the planned releases.

For December 1991
Cabal
Hydra
Lynx Casino
Strider II
Toki
World Class Soccer
Baseball Heroes
Basketbrawl
Dirty Larry Renegade Cop
Geo-Duel
Hyperdrome

For the 1st Quarter '92
Klax
Lemmings
Pinball Jam
Pit Fighter
Shadow of the Beast
Super Asteroids/ Missile Command
Vindicators
Xybots

For the 2nd Quarter '92
Awesome Golf
Daemonsgate
Eye of the Beholder
Lucky Stars
Ninja Gaiden III
Rai-Den
Switch Blade II
Battlezone 2000
Blood and Guts Hockey
Dinoworld
Dracula
Full Court Press
Heavyweight Contender
Kung Food
Malibu Bikini Volleyball
Ninja Nerd
Space War



Continued on page 162.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

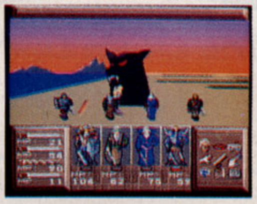
THE YEAR OF THE DRAKKHEN.

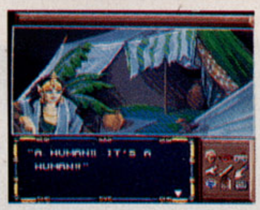
This is the year of Super NES.™ The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.

KEMCO▲SEIKA
DRAKKHEN
Nintendo
Enter a scrolling 3-D world of fantasy!
SUPER NINTENDO
ENTERTAINMENT SYSTEM

You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in other mystical lands. But none with scrolling, 360° landscapes with panoramic views. Horizons change from day to night before your very eyes.

In your quest to restore world peace, you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience. Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.





"A HUMAN!! IT'S A HUMAN!!"

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KEMCO▲SEIKA

Capcom Holds California "Street Fighter II" Tournament

Capcom USA is sponsoring a California state **Street Fighter II** tournament. The first round of the tournament (the Northern Cal tournament) was held November 15 in Milpitas, CA. The top eight players will fly to San Diego for the finals which are scheduled for Saturday, January 4, 1992. The Southern California tournament is planned for the day before the finals (January 3, 1992), at the Yellow Brick Road Family Amusement Center in La Jolla, CA – hey, it's your last chance to show how street smart you are.

The Grand Prize winner gets to walk off with their own **Street Fighter II** arcade machine! Runners-up take home Super Nintendo's, **Capcom** SNES carts, and gift certificates. For more info on this cool contest call the Street Fighter II Hotline at (408) 562-9767) and look for complete coverage of the tournament in future issues of GamePro!

BLOCKBUSTER VIDEO

1991 Top Ten NES Video Games Rentals

1. Monopoly
2. Battletoads
3. Teenage Mutant Ninja Turtles 2
4. Super Mario Brothers 3
5. The Simpsons: Bart vs. The Space Mutants
6. Family Feud
7. R.B.I. Baseball II
8. Baseball Stars
9. Base Wars
10. G.I. Joe

Blockbuster has named SONIC the HEDGEHOG the #1 Video Game of the Year for 1991!

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

Contest Winners

Here are the lucky winners for the Hudson Hawk, Sonic The Hedgehog, and the Spider-Man, Contests:

HUDSON HAWK

GRAND PRIZE

Paul Sherick
Tijuana, CA

1st PLACE

George R. Kopp
Kansas City, MO

John Holmes
House Springs, MO

Charlotte Moore
Marietta, TX

T. Tilton
Anamosa, IA

Susan Asbury
Campbell, CA

Fred W. Whalen
Ontario, Canada

Jared Gooch
Memphis, TN

Carol Flato
Lake Oswego, OR

Ricky Watkins
Plano, TX

Andre Dotson
Ft. Ord, CA

Sean M. Lewis
Chesterton, IN

2nd PLACE

Tessa Thompson
Carlsbad, NM

Sandra P. Brock
Charleston, TN

Ron Prince
Lovington, NM

Cecil Vulgamore
Norwich, KS

Carina Simmons
Renton, WA

Tara Stevens
Cleburne, TX

Randy Deaton
North Vernon, IN

Patrice Bergerson
Trail, MN

Judy Parkin
Robbinsdale, MN

Kevin Eakins
Margate, FL

Barbara Benz
Reading, OH

Valorie Dawn Hampton
Ashland, KY

3rd PLACE

Terry Hager
Bloomington, IN

Antonio E. Walker
Columbus, GA

Andre Jacob
San Jose, CA

Scott Yamaguchi
Kalaheo, HI

Wendy N. Walker
Columbus, GA

Daniel P. Moulton
Cloverdale, IN

Robert Gillies
Chicago, IL

Angalene Skrondahl
Albuquerque, NM

T.W. Myers
Oceanside, CA

Robert Mackey
Kaufman, TX

Josh Hill
Rockford, IL

Debra Sharp
Monticello, AR

Sarah W. Hudson
Elizabeth City, NC

John Hills
Port Huron, MI

Joey Hedgpeth
Fort Ord, CA

Ralph Canete, Jr.
Los Angeles, CA

Joseph Blankenship
Mesa, AZ

Kim Neeno
Altadena, CA

Michael Gryskewich
Parma, OH

Walt Mussler
Raliegh, NC

John Marchut
Clayton, CA

Barbara McDermott
Massapequa, NY

Marie A. Conrad
Oxnard, CA

Janet Baker
Paden, OK

Continued on page 164.

Advertisement

THE CITY'S GOIN' TO THE DOGS.
WHAT'RE YOU GONNA' DO ABOUT IT?!
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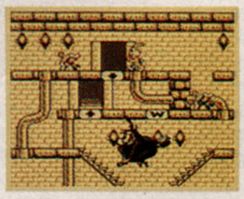
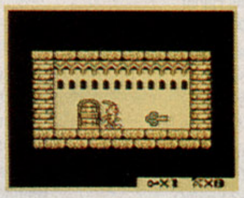
IT'S 2 EXCITING 2 MISS.

KEMCO▲SEIKA
Nintendo
THE
BUGS BUNNY
CRAZY CASTLE
2
GAME BOY
Nintendo

It's twice the fun. Twice the thrills. Twice the craziness. That's right, it's The Bugs Bunny Crazy Castle 2. But Bugs isn't getting the royal treatment. This "looney" new adventure on the Nintendo® Game Boy® has Bugs being chased by the whole Looney Tunes gang. The Tasmanian Devil, Yosemite Sam, Wile E. Coyote and other crafty characters. There are 28 huge and multi-level rooms. Giant catapults. Invisible traps. Awesome sound. More than enough to keep you and Bugs hopping. Will Bugs succeed in his crazy attempts to rescue Honey Bunny? If you're a Game Boy® player, that's up to you. Their future is in your hands. So the sooner you start the better. The Bugs Bunny Crazy Castle 2. Even better the second time around.





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KEMCO▲SEIKA

SONIC

GRAND PRIZE

Frank Schwartz
Santa Monica, CA

2nd PLACE

Bobby Goodwin
Red Level, AL
Albert R. L. Smith
Lansing, MI
Toby Goodwin
Red Level, AL
Adam Holt
(no ref. for city/state)
Daniel J. McGowen, Jr.
Silver Lake, OH
Neil Hundt
Burnett, WI
Jason Lee Sikes
Bowling Green, KY
Joel Martin
North Bay Village, FL
Jeffrey L. Baxter
Live Oak, FL
Keith Jehue
Victorville, CA
Brady Peacock
San Antonio, TX
Hugo Presas
Mercedes, TX
Lucas J. Schippers
Tucson, AZ
Edward Presas
Mercedes, TX
Jonathon Wilburn
Glidden, IA
John Tabberrah
Ipswich, MA
John Brown
Baker, LA
Michael Fisher
Montpelier, VT
Thomas Krehbiel
Buffalo, NY
James Mohr
Brooklyn Park, MN
Steven Velasquez
New York, NY
Shaun Chaplin
Brooklyn, NY
Anthony Garcia
New Brunswick, NJ
Manny Garcia
New Brunswick, NJ
Glennis Halonie
Logansport, IN
Chris Daley
Jessup, MD
Katy Allen
Riverdale, MD
Tyner Brooks
Statesboro, GA
Michael Perry
Pearland, TX
Moniseray Sou
Royal Oak, MI
William K. Eng
Oak Park, IL
Victor Garcia
New Brunswick, NJ
Steve J. Andrus
Medford, NY
Kathy Springer
Sioux Falls, SD
Josh Eddlemon
League City, TX
Johnny Cruz
Bayamon, P.R.
Jaime Campa
San Antonio, TX
Sheldon Williams
Livermore, CA
James Coleman
Oceanside, CA
Abe Belenie
Quezon City, Philippines
David W. Osgood II
Buskirk, NY
Patrick Tillman
Canton, OH
Bernard Milner, Jr.
Los Angeles, CA
Josh Blagg
Russell, KY
Clifton Pegee
Tacoma, WA
Danny Kahler
Hockessin, DE
Andrew Hubbard
Greenville, FL
William McFall
Denver, CO
Martha Battenfeld
Brighton, MA
Doris C. Godon
Media, PA

3rd PLACE

Lee Kendrick
Mt. Washington, KY
Richard Cunanan
Richmond Hill, NY
Daniel Jacobs
Pittsburgh, PA
Turrell H. Taylor
Greenvill, MS
Chris Eastman
Oneonta, NY
George F. Milberger
Zionsville, IN
Marcus Butler
Richmond, TX
Richard & Debra Ratliff
Austin, TX
Mark Daskiewicz
Craig, CO
Dustin Ketterling
Bismark, ND
Brian Earwood
Madison, MS
Wade Keeton
Nauvoo, AL
Phil Ventrello
Erie, PA
Ed Rogers
Edmond, OK
Richie Dungan
Indianapolis, IN
David Bollig
Orland Park, IL
Justin Siegel
Milburn, NJ
Matthew Domurat
Stockton, NJ
George Fortuniewicz
Yonkers, NY
Charles Chasteen
Berea, KY
Adam Swies
Denver, CO
Ryan Johnson
Des Moines, IA
Lon Johnson
Des Moines, IA
Garrett Friedman
Bangor, ME
Chad Blanchard
Muscatine, IA
Antone Newgass
Silver Spring, MD
Chris Fortuniewicz
Yonkers, NY
Ben Jones
Alexandria, VA
Steve Froehlich
Glendale, AZ
Shaun Redd
Florissant, MO
George Katechis
Astoria, NY
Joyce Ribordy
Dwight, IL
Deena Leff
Mendham, NJ
Jordan Williams
Hendersonville, TN
Craig R. Ritter
Spring, TX
John Erickson
Pioneer, CA
David Shutts
Paramount, CA
Robert Matthews
San Diego, CA
Cathy Baal
Santa Maria, CA
Jeremy Bangert
Way, CA
Aaron Childers
Chico, CA
Rob Dilles
Santa Rosa, CA
Kris Kelley
Norwalk, OH
Brian Nelson
Mobile, AL
Jimmy Schmidt
Hollywood, FL
Meg Ku
Mililani, HI
Deborah Gerald
Chicago, IL
Rob Thompson
Boca Raton, FL
W.L. Ramsey
La Mesa, CA
Chester White
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Lafayette, LA
Norman Strycker
Altamonte Springs, FL
Chris Skelton
Arlington, TX
Judith Fox
Branchville, NJ
Sue Nagamine
Honolulu, HI
Steven J. Ridgeway
Wilmington, NC
Norman Nagamine
Honolulu, HI
Matthew Schultz
Fairbanks, AK
Rolando A. Rieken
S. San Francisco, CA
E.E. Harrell
Shreveport, LA
Helen Urban
Franklin Square, NY
Nancy Fricke
Houston, TX
Edward Barwick
Montgomery, AL
John Wilson
High Ridge, MO
Aaron Schmiedeberg
Rohnert Park, CA
Teri Carlson
Antioch, CA
Julian Graham
New York, NY
Karen Stoyanowski
Loomis, CA
Michael Holland
Norfolk, VA

SEGA SPIDEY

1st PRIZE

James J. Madrid
San Francisco, CA

2nd PRIZE

Mil Sherrer
Bay City, TX
Richard Foster
Rich, VA
Mark Regoli
Daytona Beach, FL
Jimmy Dang
Vancouver, WA
Chris McMillan
Vancouver, WA
Luis Subia
Pueblo, CO
Dain Gore
Laveen, AZ
Eric Goodwin
Gary, IN
Kelly Brown
Euclid, OH
Gerard Kaina
Woodside, NY

3rd PLACE

Seth Fiscbein
Hillsdale, NJ
Nick Pistome
Charlotte, NC
Ryan Atkins
Douglas, WY
Douglas J. Lackow
Staten Island, NY
Peter Post III
Manteca, CA
John-Paul McLaughlin
Alameda, CA
David Wood
Middlefield, CT
Douglas Chaffin
Varney, KY
Michael Tepieky
Winnipeg, MB, Canada
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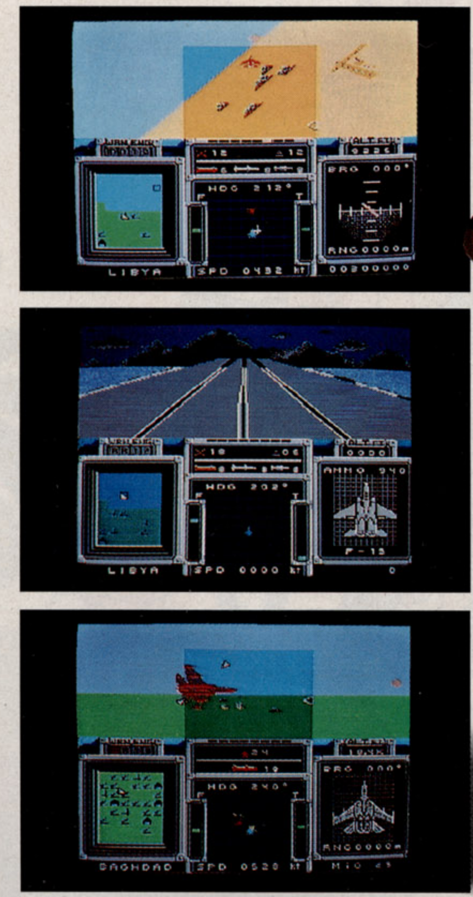
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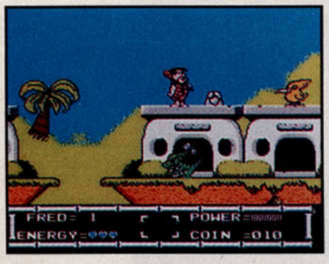
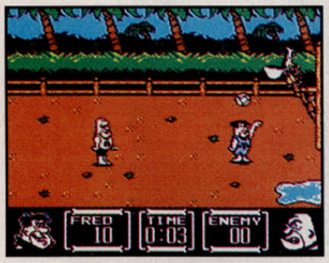

FRED= 1
POWER=
ENERGY=
COIN =010


FRED
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TIME
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ENEMY
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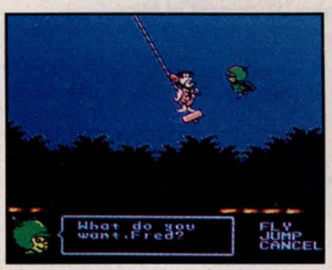
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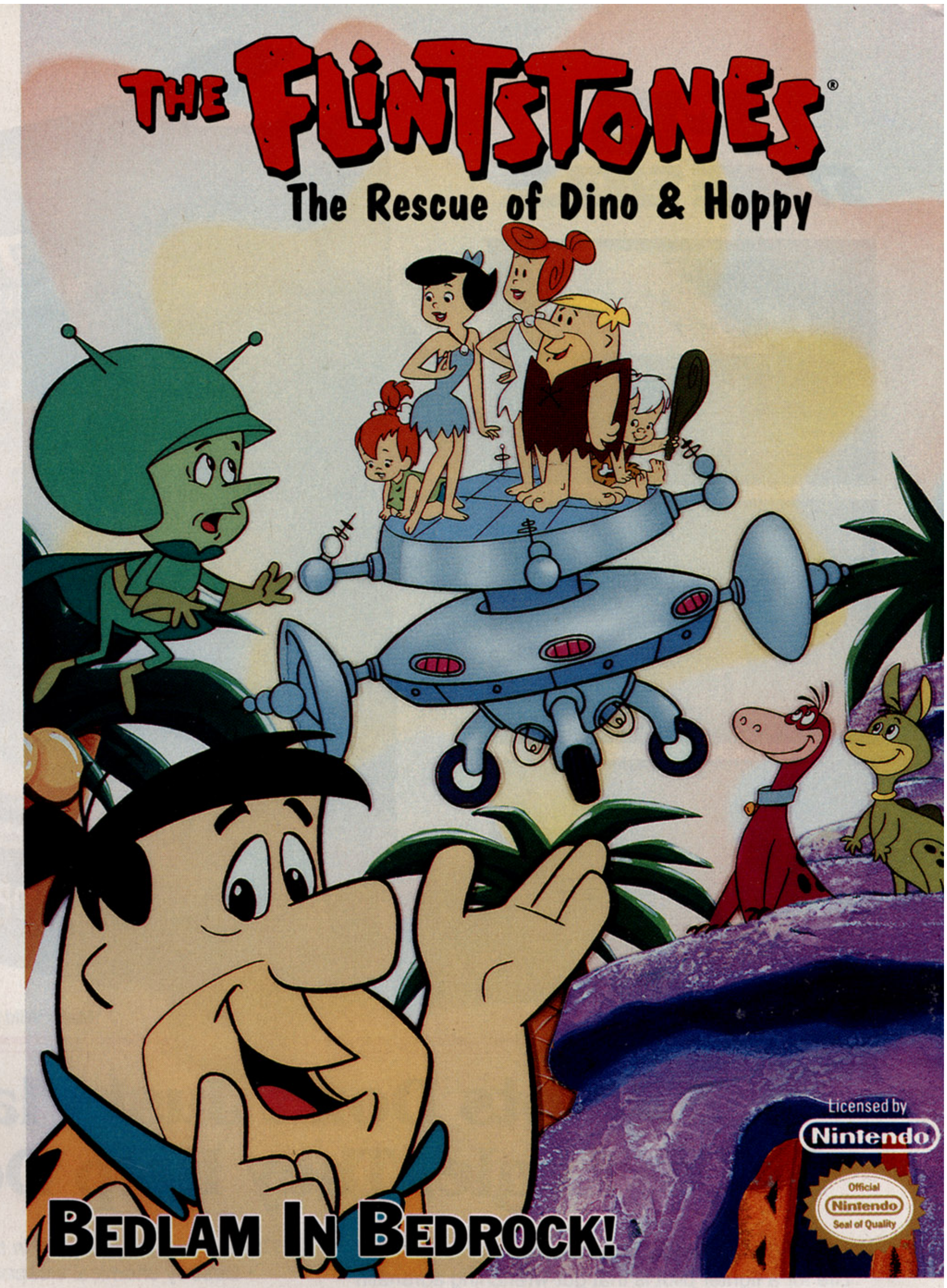
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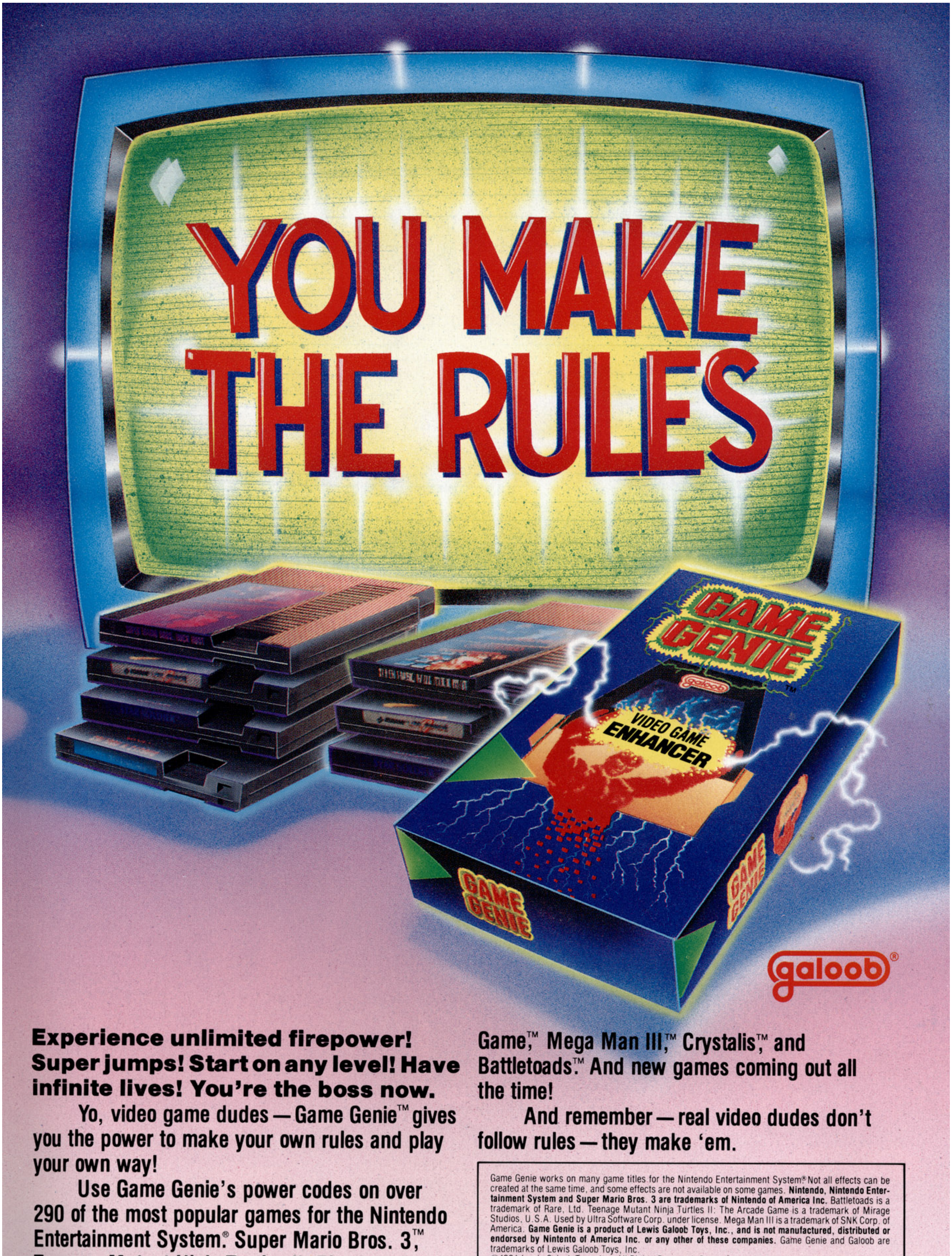

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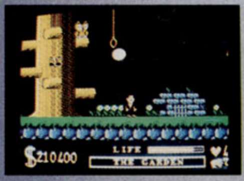

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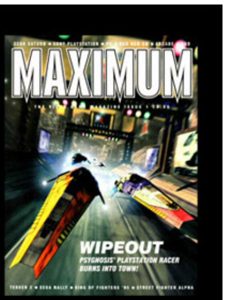

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